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GO WORLD

Summer 2005 NO. 104

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KISEIDO PUBLISHING COMPANY

New Publication from Kiseido

A Dictionary of Modern Fuseki

The Korean Style

Of the three main stages in a game of go, there is no doubt that the middle game is the most exciting. This is where most of the action of a game occurs: stones are attacked and defended or captured; potential territories are invaded or erased; nerve-wracking ko fights and kill-or-be-killed capturing races that can decide the outcome of the game take place.

In some ways, however, the endgame is even more full of tension, as the final shape of the game becomes more and more tangible and the outcome of the game looms near.

In contrast, there is a tendency among amateur players to downplay the opening stage, to view it just as a necessary preliminary before they can get to grips with the opponent. However, professionals regard it as the most important stage of the game. This is where the foundation is laid for the fighting that will take place in the middle game. The wisdom of your opening strategy will determine whether you start the middle game with an advantage over the opponent or whether you have an inferior position that places you at a disadvantage. Many players are happy to rely on their fighting strength to make up for a bad start, but if your opponent is an equally strong fighter, it may be the relative skill at the opening that will be decisive.

This book is unique in the English go literature. It analyses contemporary opening strategy in depth, focusing on the new patterns recently developed by the Korean players who dominate the international go scene. Typically, it analyzes the first 30 moves or so of the most important patterns; it is the first book that makes it possible for amateurs to play a professional-level opening.

After thoroughly analyzing 59 patterns, the book ends with 36 problems.

304 pages; size: Go World size (18 x 26cm)

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The cover: Rough Sketch of the Kusatsu Spa in Joshu (Joshu Kusatsu Onsen Ryakuzu). Right panel of an oban triptych by Kitagawa Tsukimaro, published in 1808, depicting three courtesans at a spa. Tsukimaro was a disciple of the great ukiyo-e master Utamaro. From the collection of Mita Arts Gallery.

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Go World News

Late January~May 2005

by John Power

International



The monarch of international go: once again Yi Ch'ang-ho snatches victory for the Korean team from the jaws of defeat.

Yi Ch'ang-ho rescues Korea in 6th Nong Shim Cup

Korea has maintained its unblemished record in the Nong Shim Spicy Noodles Cup team tournament, but it had to rely on its last player, Yi Ch'ang-ho, for a big effort. The first four players on the Korean team were able to win only one game among them, so this time it really looked as if victory would finally go to another team, as China and Japan both had two players left for the final round.

Yi gave a preview of what was to come when he won the final game of the Pusan Round (see GW103). He followed that up by polishing off the remaining players on the opposing teams. That gave him five wins in a row; actually, he has never lost a game in this tournament and now has 14 wins in a row. It is mainly thanks to him that Korea has monopolized the Nong Shim Cup.

A prize of 150 million won (about \$150,000¹) went to the winning team.

Note that Cho U took the place of the late Kato Masao in the Japanese team.

The Shanghai Round

Game 11 (23 Feb.). Yi (B) defeated Cho U 9-dan (Japan) by resig.

Game 12 (24 Feb.). Yi (W) d. Wang Lei 8-dan (China) by resig.

Game 13 (25 Feb.). Yi (W) d. O Meien 9-dan (Japan) by resig.

Game 14 (26 Feb.). Yi (B) d. Wang Xi 5-dan (China) by resig.

Yi Ch'ang-ho wins 5th Chunlan Cup

As our news reports from Korea in recent issues show, Yi Ch'ang-ho no longer dominates the domestic title scene the way he used to, but his prowess in the international arena is still unrivalled. In the best-of-three final for the 5th Chunlan Cup, a Chinese-sponsored international tournament, Zhou Heyang 9-dan of China made a good start, but Yi bounced back to win this title for the second year in a row. He has now won 20 individual world titles, which is an astonishing achievement.

The final was played in Beijing. Once again, China was denied victory in its own title, despite getting three players into the semifinals.

First prize is 1,200,000 yuan (about \$145,000) and second prize is 400,000 yuan.

Game 1 (14 March). Zhou (W) by ½.

Game 2 (16 March). Yi (W) by resig.

Game 3 (18 March). Yi (B) by resig.

Play-off for 3rd place (14 March). Hu Yaoyu 7-dan (China) (B) beat Peng Quan 5-dan (China) by resig.

Chang Hao wins Ing Cup

After six second places, Chang Hao 9-dan of China has finally scored his first international victory, defeating Ch'oe Ch'eol-han 9-dan of Korea 3-1 in the final of the 5th Ing Cup.

The players split the opening games, played in Seoul, but Chang won two straight when the match was resumed in Beijing. This victory represents a great recovery for Chang, a former Chinese number one, who has been overshadowed by younger stars in China in the last couple of years — quite often he failed to make the Chinese team in international tournaments.

First prize is \$400,000.

¹ The rate for conversions in this issue is \$1 = ¥106 = W1,000 = 8.25 yuan.



Chang Hao's perseverance finally pays off. With six second places, he was the international equivalent of Kato Masao, who had eight second places before he finally won a title. Kato's career really took off after his first win, however; Chang will be hoping to emulate him.

Game 1 (26 Dec.). Ch'oe (B) by resig.
Game 2 (28 Dec.). Chang (B) by resig.
Game 3 (3 March). Chang (W) by resig.
Game 4 (5 March). Chang (B) by 3 points.



Cho U adds to his laurels.

Cho U wins 9th LG Cup

In the first good news for Japanese go fans for quite a while, Cho U has won his first inter-

national title. We almost wrote 'finally won', but actually Cho set a record. Previously, the youngest Japanese representative to win an international title was Yoda Norimoto at 30, whereas Cho is 25 years three months.

The first two games, played in Shanghai, were split by Cho and his opponent, Yu Bin 9-dan of China, but Cho won the next two, played in Seoul.

First prize is 250 million won (about \$250,000). Second prize is 80 million won.

Game 1 (28 March). Yu (W) by resig.
Game 2 (30 March). Cho (W) by 1½.
Game 3 (18 April). Cho (B) by resig.
Game 4 (20 April). Cho (W) by 2½.

Korea dominates 18th Fujitsu Cup

The opening rounds of the Fujitsu Cup coincide with the beginning of the school year and the height of the cherry-blossom season. Ichigaya, where the Nihon Ki-in headquarters are located, is noted for the rows of cherry trees along the embankment next to the moat (which used to be part of the outer moat of the Imperial Palace) and it is also the site of a number of campuses, so it is thronged with crowds at this time of the year, especially on the Saturday when the first round is played.

Unfortunately, the festive mood didn't extend to the Japanese representatives in the Fujitsu Cup. They actually did quite well in the first round, winning four out of six games, but only one player survived the second round, when the seeded players made their appearance.

Perhaps the most notable result of the opening rounds was the elimination of Yi Ch'ang-ho by Gu Li of China in the second round. Last year's winner, Pak Yeong-hun, and the player who is usually Japan's mainstay in international tournaments and who came second last year, Yoda Norimoto, were also eliminated.

In the next round, Korea triumphed, winning all four games, so its monopoly of first place now extend to eight terms.

One sad note was the absence of Korea's Cho Hun-hyeon, the only player to have taken part in all previous Fujitsu Cups.

Round 1 (Tokyo, 9 March)

Yamashiro Hiroshi 9-dan (Japan) (W) d. Chang Hao 9-dan (China) by resig.; O Meien 9-dan (Japan) (W) d. Kim Seong-ryong 9-dan (Korea) by resig.; Yu Bin 9-dan (China) (B) d. Ishida Yoshio 9-dan (Japan) by 8½; Gu Li 7-dan (China) (B) d. Catalin Taranu 5-dan (Europe) by resig.; Yi Se-tol 9-dan (Korea) (B) d.

Nakaonoda Tomomi 9-dan (Japan) by resig.; Cho U 9-dan (Japan) (B) d. Zhou Heyang 9-dan (China) by 3½; Wang Xi 5-dan (China) (W) d. Jiang Zhujiu 9-dan (USA) by resig.; Yuki Satoshi 9-dan (Japan) (B) d. Eduardo Lopez Herrero amateur 6-dan (Argentina) by resig.

Round 2 (Tokyo, 11 March)

Yu Ch'ang-hyeok 9-dan (Korea) (W) d. Yuki by resig.; Gu (W) d. Yi Ch'ang-ho 9-dan (Korea) by resig.; Yi Se-tol (W) d. Yoda Norimoto 9-dan (Japan) by 1½; O Meien (B) d. Pak Yeong-hun 9-dan (Korea) by resig.; Ch'oe Ch'eol-han 9-dan (Korea) d. Cho U by 1½; Song T'ae-kon 9-dan (Korea) (B) d. Yamashiro by 1½; Yu Bin (W) d. Zhou Junxun 9-dan (Chinese Taipei) by 3½; Wang (W) d. Hane Naoki 9-dan (Japan) by resig.

Quarterfinals (Seoul, 4 June)

Yu Ch'ang-hyeok (W) d. Wang by resig.; Yi (B) d. Yu Bin by 2½; Ch'oe (B) d. O by 6½; Song (W) d. Gu by resig.

Semifinals (Nihon Ki-in, 2 July): Yu vs. Yi; Ch'oe vs. Song.

Final (Nihon Ki-in, 4 July)

Korea wins 4th CSK Cup

Korea has won the CSK Cup for the second time, but Japan was by no means disgraced, and even the third place-getter, China, had a notable victory with which to console itself.

For the first time, this Okinawan-sponsored tournament went overseas, being staged in Seoul. Japan made an excellent start, beating China 4-1 in the first round, but then it lost by the same margin to Korea in the second round, so it looked as if it was out of the running. However, the Chinese complicated matters by defeating Korea, for the second year in a row, in the final round. That meant that three teams, Japan, China, and Korea, ended up tied in number of matches won. The first tie-breaker is number of individual wins: here again Japan and Korea were tied. The final tie-breaking condition is the number of wins of the top-board player or players, and here Korea had a lead, with three wins to Japan's two (different players played on board 1, as you can see from the results given below). The Korean team was very relieved to pick up victory on home ground.

Incidentally, Hane Naoki's win in the first round put an end to a horrendous streak of 15 successive losses in international tournaments.

Prizes are 20 million yen for the winning team, ten million for second, six million for third, and four million for fourth.

Next year the tournament will be held in Beppu in Kyushu, and the CSK Corporation has promised an increase in prize money.

Round One (1 May)

Japan vs. China: 4-1

Yoda Norimoto 9-dan (W) beat Gu Li 7-dan by resig.
Yamashita Keigo 9-dan (B) beat Zhou Heyang 9-dan by resig.
Hane Naoki 9-dan (W) beat Kong Jie 7-dan by 2½.
Yuki Satoshi 9-dan (B) beat Hu Yaoyu 7-dan by resig.
Takao Shinji 8-dan (W) lost to Wang Lei 8-dan by 5½.

Korea vs. Chinese Taipei: 4-1

Yi Se-tol 9-dan (W) beat O Rissei 9-dan by resig.
Yi Ch'ang-ho 9-dan (B) beat Rin Kaiho 9-dan by 2½.
Ch'oe Ch'eol-han 9-dan (W) beat O Meien 9-dan by 5½.
Pak Yeong-hun 9-dan (B) beat Zhou Junxun 9-dan by 1½.
Kim Seong-ryong 9-dan (W) lost to Cho U 9-dan by resig.

Round 2 (2 May)

Korea vs. Japan: 4-1

Yi Ch'ang-ho (B) beat Yamashita by 7½.
Yi Se-tol (W) beat Hane by resig.
Pak (B) beat Takao by 3½.
Kim (W) lost to Yuki by resig.
Ch'oe (B) beat Yoda by 4½.

China vs. Chinese Taipei: 4-1

Gu (W) beat Cho by resig.
Zhou (B) beat O Rissei by ½.
Kong (W) lost to Rin by resig.
Hu (B) beat O Meien by resig.
Wang (W) beat Zhou by resig.

Round 3 (3 May)

Japan vs. Chinese Taipei: 5-0

Yuki (B) beat Rin by 5½.
Hane (W) beat O Rissei by 1½.
Yoda (B) beat Cho by resig.
Yamashita (W) beat O Meien by resig.
Takao (B) beat Zhou by resig.

China vs. Korea: 3-2

Gu (B) lost to Yi Se-tol by 2½.
Zhou (W) beat Yi Ch'ang-ho by resig.
Hu (B) beat Kim by 2½.
Kong (W) beat Pak by resig.
Wang (B) lost to Ch'oe by resig.

Kobayashi Koichi wins Internet tournament

As one of the events celebrating its 80th anniversary last year, the Nihon Ki-in staged an Internet tournament, the Internet World Open Tournament, that was launched last December and concluded on 18 April. In the final, Kobaya-

shi Koichi 9-dan of Japan (B) defeated Gu Li 7-dan of China by 5½ points.

(Note that, as a minor tournament, this result is not included in the tallies below.)

Round One

(18 Dec.) Kobayashi Koichi 9-dan (Japan) beat Fernando Aguilar 6-dan amateur (Argentina); Guo Li 7-dan (China) b. Alexandr Dinerchtein 1-dan (Russia).

(26 Dec.) Zhou Junxun 9-dan (Taiwan) b. Hane Naoki 9-dan (Japan).

(3 Jan.) Cho Hun hyun-9-dan (Korea) b. Feng Yun 9-dan (USA).

Semifinals

(5 Feb.) Kobayashi beat Cho; (26 Feb.) Gu beat Zhou.

China dominates 10th LG Cup

A new generation of Chinese players has made its debut on the international stage in the 10th LG Cup, held in Seoul in mid-May. The fifteen-year-old Chen Yaoye 4-dan defeated the world's number one, Yi Ch'ang-ho, and the 17-year-old Piao Wen Yao 3-dan eliminated O Rissei and So Yokoku of Japan. The older Chinese players also did their bit, with the result that China claimed six of the quarterfinal places. The other two went to Korea while Japan was shut out. The main consolation for Korea is that one of its surviving players is Yi Se-tol, who may be able to stem the Chinese onslaught. For its part, Japan was unable to follow up on a good opening round in which it scored four wins to two losses.

The interesting point about the Chinese results is that neither Chen nor Piao had a seeded place in the tournament: they both won their seats in an open qualifying tournament held for the first time this year (following the example of the Samsung Cup). Sixteen places were at stake in this qualifying tournament (held in Seoul from 21 to 25 March), and the winners joined the 16 seeded players in the main tournament. Surprisingly, only two of the seeds, who of course one would expect to dominate the tournament, reached the quarterfinals, so this system certainly opens the door to international success for players who have not yet made it to the top in their own countries.

The only worry for China is that twice before it has secured six quarterfinal places without winning the tournament (the 7th Samsung and 5th Chunlan Cups, won by Cho Hun-hyeon and Yi Ch'ang-ho of Korea respectively).

Incidentally, Kobayashi Koichi and So Yokoku both won their places in the qualifying

tournament; this success followed a dismal three years of Japanese participation in the Samsung qualifying tournament without winning a single place. Of the other 14 places, nine went to China and five to Korea.

Round 1 (16 May, Seoul)

Yi Ch'ang-ho 9-dan (Korea) (W) d. Wang Xi 5-dan (China) by resig.; Yi Se-tol 9-dan (Korea) (B) d. Hane Naoki 9-dan (Japan) by resig.; Cho U 9-dan (Japan) (W) d. Kong Jie 7-dan (China) by resig.; Piao Wen Yao 3-dan (China) (B) d. O Rissei 9-dan (Japan) by 2½; Yamashita Keigo 9-dan (Japan) (B) d. Chang Hao 9-dan (China) by resig.; So Yokoku 7-dan (Japan) (B) d. Ch'oe Ch'eol-han 9-dan (Korea) by resig.; Kobayashi Koichi 9-dan (Japan) (B) d. Pak Pyeong-kyu 5-dan by resig.; Pak Yeong-hun 9-dan (Korea) (W) d. Liu Shizhen 6-dan (China) by resig.; Kim Seong-ryong 9-dan (Korea) (B) d. Liu Xing 7-dan (China) by 3½; Pak Cheong-sang 5-dan (Korea) (W) d. Yu Bin 9-dan (China) by 7½; Luo Xihe 8-dan (China) (W) d. Ch'oe Myeong-hun 8-dan (Korea) by resig.; Wang Yuhui 7-dan (China) (B) d. Kim Ki-yong 2-dan (Korea) by resig.; Zhou Heyang 9-dan (China) (W) d. Alexandre Dinerchtein 1-dan (Europe) by resig.; Chen Yaoye 4-dan (China) (B) d. Yang Hui ren 1-dan (USA) by resig.; Gu Li 7-dan (China) (W) d. Yun Hyeon-seok 8-dan by 15½.

Round 2 (18 May, Seoul)

Chen (B) d. Yi Ch'ang-ho by resig.; Yi Se-tol (W) d. Yamashita by resig.; Gu (W) d. Kobayashi by resig.; Zhou (B) d. Cho U by 1½; Qiu (W) d. Pak Yeong-hun by resig.; Pak Cheong-sang (W) d. Luo by resig.; Piao (W) d. So by resig.; Wang (W) d. Kim by resig.

Quarterfinals (date not yet decided)

Gu vs. Zhou; Qiu vs. Chen; Piao vs. Pak; Yi vs. Wang.

China wins King of the New Stars play-off

For the third year in a row and the fifth time overall, China has won the China-Korea King of the New Stars play-off. In the 8th encounter, Gu Li 7-dan of China defeated Pak Yeong-hun 9-dan of Korea 2-1.

Game 1 (24 May). Pak (B) by 3½.

Game 2 (26 May). Gu (B) by 1½.

Game 3 (27 May). Gu (W) by resig.

Hu of China wins 26th World Amateur Go Championship

China has scored its 15th victory in the World Amateur Go Championship. The 24-year-old Hu Qinghu won all of his games; he played and defeated the 2nd to 7th place-getters, so no one can say he had an easy ride.

This year the top Westerner was Franz-Josef Dickhut of Germany, who came 5th. The oldest competitor was 75-year-old Yasuro Kikuchi of Japan, a former winner who came 6th this time; Chan Naisan of Hong Kong China, who came 8th, was one of two 12-year-olds.

The tournament was held in Nagoya, as one of the events associated with the Aichi Expo, from 24 to 27 May.

- 1st: Hu Yuqing (China): 8-0.
- 2nd: Jo Tae-won (DPR Korea): 7-1
- 3rd: Yu Cheng-juei (Chinese Taipei): 6-2
- 4th: Seo Jung-hwi (Korea) 6-2
- 5th: Franz-Josef Dickhut (Germany): 6-2
- 6th: Kikuchi Yasuro (Japan): 6-2
- 7th: Thomas Hsiang (USA): 6-2
- 8th: Chan Naisan (Hong Kong China): 6-2
- 9th: Xianyu Li (Canada): 6-2
- 10th: Yiming Guo (Australia): 6-2

Asada Shizuo Prize for Fighting Spirit: Tungalag Ravjir (Mongolia)

Japan wins Japan-China matches

Another event related to the Aichi Expo was held at the end of May. Each of thirteen prominent Chinese provinces and cities is being featured for a week at the Chinese Pavilion. May 26 to 2 June was Hunan Week, and the province organized two Japan-China matches, with the teams made up mainly of players who had played a prominent role in the Japan-China matches in the past. Japan won both these matches, which were actually played at a Nagoya hotel rather than at the Expo site.

Five-player team match (30 May)

Rin Kaiho (W) d. Chen Zude by resig.
Kobayashi Koichi (W) d. Nie Weiping by 1½.
Takemiya Masaki (B) d. Ma Xiaochun by resig.
Hane Naoki (W) lost to Chang Hao by 1½.
Yamashiro Hiroshi (B) d. Luo Xihe by ½.

Three-player team match (31 May)

Otake Hideo (B) d. Chen Zude by 10½.
Hane Yasumasa (W) lost to Nie Weiping by resig.
Yuki Satoshi (B) d. Chang Hao by resig.

Current international champions

- 5th Ing Cup: Chang Hao (China)
- 2nd Toyota & Denso Cup: Yi Se-tol (Korea)
- 17th Fujitsu Cup: Pak Yeong-hun (Korea)
- 9th Samsung Cup: Yi Se-tol
- 5th Chunlan Cup: Yi Ch'ang-ho (Korea)
- 9th LG Cup: Cho U (Japan)
- 16th TV Asia Cup: Yu Bin (China)

- 1st Zhonghuan: Pak Yeong-hun
- 6th Nong Shim Spicy Noodles Cup: Korea
- 4th CSK Cup: Korea
- 3rd Cheongkwang Cup: China

Most world championships won

- 20: Yi Ch'ang-ho (+ 2 invitationals)
- 11: Cho Hun-hyeon
- 6: Takemiya Masaki, Yu Ch'ang-hyeok
- 5: Yi Se-tol
- 4: Yoda Norimoto
- 3: Yu Bin
- 2: Otake Hideo, Ma Xiaochun, O Rissei, Cho Chikun, Pak Yeong-hun
- 1: Kobayashi Koichi, Rin Kaiho, Seo Pong-su, Zhou Heyang, Chang Hao, Cho U

(By country) Korea: 45; Japan: 19; China: 7

Team championships (Jinro, Nong Shim, Igo Asia/CSK)

Korea: 13 Japan: 1 China: 1

News from Japan

Top title winners (20+)

- 68: Cho Chikun
- 64: Sakata Eio
- 59: Kobayashi Koichi
- 48: Otake Hideo
- 47: Kato Masao
- 35: Rin Kaiho
- 34: Yoda Norimoto
- 24: Ishida Yoshio
- 24: Takemiya Masaki
- 23: Fujisawa Shuko
- 22: O Rissei

Others: Hane Naoki: 11; Cho U: 10; Yamashita Keigo: 9

Hane defends Kisei title

Hane Naoki had to call on all his reserves of strength and fortitude to defend the 29th Kisei title against the fierce challenge launched by Yuki Satoshi 9-dan, the top player at the Kansai Ki-in. After a very aggressive start, in which four of the first five games finished in 151 moves or fewer, something that is quite uncommon in Japanese title matches, Hane had fallen behind 2-3. At this point, he resolved to change his approach, reverting to his usual steady, patient style instead of slugging it out toe-to-toe with the challenger. This strategy worked: the final two games went the full distance, and Hane pulled off a back-to-the-wall defence of his title.

This success by Hane culminates a good recovery from his dismal form in the latter part of

2004, when it seemed he couldn't do a thing right. It may not be too fanciful to see his good form in the CSK Cup as resulting from a boost to his self-confidence from his Kisei victory.

The result was a great disappointment for Yuki, who has still to win his first open title. Perhaps he got nervous when he got within one win of becoming Kisei. However, his superb play in this series has earned him a lot of respect.

Hane won Japan's top prize of 42 million yen (about \$396,000).

Game 1 (12, 13 Jan.). Hane (W) by resig. (132 moves).

Game 2 (26, 27 Jan.). Yuki (W) by resig (128).

Game 3 (2, 3 Feb.). Hane (W) by 1½ (238).

Game 4 (16, 17 Feb.). Yuki (W) by resig. (124).

Game 5 (24, 25 Feb.). Yuki (B) by resig. (151).

Game 6 (9, 10 March). Hane (B) by 6½ (201).

Game 7 (16, 17 March). Hane (B) by 4½ (262).



A titleholder again

Cho Chikun wins Judan title

Cho Chikun has reclaimed his customary place among the ranks of the titleholders by defeating O Rissei 3-2 in the 43rd Judan title match. He also further extended his record for most titles won to 68.

Cho won the 8th Samsung title in December 2003, but his last domestic win was in the Oza title in 2001. This win puts an end to an unusual blank of a little over two years in his career without a Japanese title.

O Rissei was thwarted in his bid to become the first player to qualify for the title of Honorary Judan by winning the title five years in a row.

Taking white, Cho defeated Takao Shinji 8-dan by 1½ points in the play-off between the winners of the winners' and losers' sections, held on 3 February.

Game 1 (3 March). Cho (B) by ½.

Game 2 (17 March). O (B) by 5½.

Game 3 (7 April). O (W) by 19½.

Game 4 (14 April). Cho (W) by resig.

Game 5 (27 April). Cho (B) by 5½.

Takao takes lead in Honinbo title challenge

The 60th Honinbo league was a two-horse race, with Takao Shinji 8-dan and Cho Sonjin 9-dan going neck-for-neck over the first five rounds. Cho was the first to stumble, losing his sixth game, but he made up for that by defeating Takao in a climactic clash in the final round, played on 31 March. That left the two tied on 6-1, necessitating a play-off on 4 April. Here Cho's good form deserted him; playing black, Takao forced a resignation after just 111 moves.

Takao thus earned the right to make his first challenge for a big title. He and Cho U are actually good friends and have spent a lot of time studying together in small study groups over the last decade. Together with Yamashita Keigo and Hane Naoki, they were dubbed 'the four stars [of the future]'; however, this term fell into disuse, because for the other three the future arrived. Takao must have felt left behind, but he bided his time and now his chance has come.



Not surprisingly, in view of his recent achievements, Cho U was considered the favourite going into the 60th Honinbo title match, but Takao Shinji has surprised the go world by taking a 2-0 lead.

60th Honinbo league (7 October 2004 to 31 March 2005)

Title-holder: Cho U

Rank	Player/opponent	YN	MT	OR	CS	OM	TS	SY	HZ	Score
3	Yoda Norimoto	—	1	1	1	0	0	0	1	4 - 3
-	Mimura Tomoyasu	0	—	0	0	0	0	1	1	2 - 5
-	O Rissei	0	1	—	0	0	0	0	1	2 - 5
2	Cho Sonjin	0	1	1	—	1	1	1	1	6 - 1
4	O Meien	1	1	1	0	—	0	0	1	4 - 3
1	Takao Shinji	1	1	1	0	1	—	1	1	6 - 1
-	So Yokoku	1	0	1	0	1	0	—	1	4 - 3
-	Han Zenki	0	0	0	0	0	0	0	—	0 - 7

Takao Shinji defeated Cho Sonjin in the play-off to decide the challenger (4 April).

O Meien defeated So Yokoku in the play-off for the fourth place in the next league (14 April).

Takao has made an excellent start to the title match, countering an upset staged by Cho U early in the first game with an upset of his own, then coming out on top after successive ko struggles in the second game. Not many people would have predicted that he would take a 2-0 lead in the title match. At this point, his chances of winning his first big title look excellent, but Cho is nothing if not tenacious.

Game 1 (9, 10 May). Takao (W) by resig.

Game 2 (26, 27 May). Takao (B) by 4½.

11th Ricoh Cup

The final of the 11th Ricoh Cup Professional Pair Go Championship was held in Beijing before an audience of 500 Chinese go fans on 20 January. The team of Aoki Kikuyo 8-dan and Mimura Tomoyasu 9-dan defeated Kato Keiko 4-dan and O Rissei Judan, who had black, by resignation. They then played a goodwill match with the Chinese team of Xu Ying 5-dan and Nie Weiping 9-dan, which the Japanese team, holding white, won by half a point.

First prize is ¥5,000,000, of which ¥1,000,000 is donated to buy go equipment for schools.

Cho U wins NEC and NHK Cups

Cho U took his tally of titles held concurrently to five with victories in the 24th NEC Cup and the 52nd NHK Cup.

In the final of the former, Cho (B) defeated Ryu Shikun 9-dan by resignation on 5 March and took the first prize of 15 million yen. In the NHK final, televised on 20 March, Cho (W) defeated Yoda Norimoto Gosei by resignation. The first prize, at four million yen, is more modest, but the pay-off in fame is greater, thanks to the large

Sunday-afternoon TV audience.

Cho also holds three of the top-seven open titles, the Meijin, Honinbo, and Oza.

30th Meijin league: four players with a chance

Kobayashi Satoru had led all the way in the current Meijin league, but he suffered his first loss in the sixth round, so the position of the other player with just one loss; Yamashita Keigo, has improved. The two players with two losses, Imamura Toshiya and Sakai Hideyuki, are both still in the running.

Osawa wins JAL Women's Haya-go

We forgot to include this result in our previous report. The final of the 2nd JAL Women's Haya-go title, which was telecast on 9 and 16 January, was won by Osawa Narumi 3-dan. Playing white, she defeated Inori Yoko 5-dan by resignation to take the ¥2,500,000 first prize.

Chinen wins 8th Women's Kisei

Chinen Kaori 3-dan has regained the title she lost to Mannami Kana (then 2-dan, now 3-dan) last year by defeating her with straight wins in the title match. (The games were probably played in February, but *Go Weekly* didn't give the dates, as often happens with games that are telecast.) The full name of the title is the DoCoMo Cup Women's Kisei. Chinen has won it five times.

Game 1. Chinen (B) by 3½.

Game 2. Chinen (W) by 2½.

Koyama wins 17th Women's Meijin

Koyama Terumi 5-dan has made a comeback in the Women's Meijin title, which she won (under her maiden name of Nishida) three years in a row from 1996 to 1998. In the best-of-three match for the 17th title, she made a good come-

30th Meijin league (10 December 2004 to summer 2005)

Title-holder: Cho U

Rank	Player/opponent	YN	KS	IT	YK	OM	YK	CS	OM	SH	Score
1	Yoda Norimoto	—	0		0	1		1	1	0	3-3
2	Kobayashi Satoru	1	—	1	1		0	1	1		5-1
3	Imamura Toshiya		0	—	0		1		1	1	3-2
4	Yamashita Keigo	1	0	1	—	1			1		4-1
5	O Meien	0			0	—	1	1	1	0	3-3
6	Yamada Kimio		1	0		0	—	1		0	2-3
7	Cho Sonjin	0	0			0	0	—	0	1	1-5
7	Ogata Masaki	0	0	0	0	0		1	—	0	1-6
7	Sakai Hideyuki	1		0		1	1	0	1	—	4-2

back from an upset loss in the first game to defeat Kobayashi Izumi 2-1.

Kobayashi Izumi became the first woman triple titleholder in Japan in January 2004, but she lost the Women's Honinbo in November and she was eliminated from the JAL Women's Haya-go, so now, with this loss, she is without a title. Fortunately for the family finances, her husband Cho U has picked up the slack.

Game 1 (24 Feb.). Kobayashi (W) by resig.

Game 2 (2 March). Koyama (W) by 13½.

Game 3 (9 March). Koyama (W) by resig.

Cho Chikun reaches 1,200 wins

On 27 January, Cho Chikun became the third player in Japan to reach the mark of 1,200 wins in official games. Ahead of him are Rin Kaiho, with 1,265 wins, and the late Kato Masao, with 1,253.

Promotions*Promotions of top prize-money winners*

Under the new promotion system, the 6-dan winning the most prize money in the previous year and the top two 1- to 5-dans are promoted. The promotions below were announced in early March.

To 7-dan: Kanazawa Hideo

To 6-dan: Tsuruyama Atsushi, Rin Kanketsu

To 5-dan: Kato Yuki, Mochizuki Ken'ichi

To 4-dan: Iyama Yuta, Ko Iso

To 3-dan: Oba Junya, Ms. Makihata Taeko

To 2-dan: Furuya Masao, Ms. Xie Yimin

By cumulative-wins system

On 12 May, Tokimoto Hajime became the first player to earn promotion to 9-dan by the new cumulative-wins system. He had to score 200 wins as an 8-dan — it took him 20 years,

prolonged a bit because players can count only 90% of their wins before the abolition of the Oteai at the end of 2002).

Kono Yukio has won promotion to 5-dan and Chinen Kaori to 4-dan.

38th Kido Prizes

The magazine *Kido* is defunct, but the Kido Prizes are still with us. On 21 January, the prizes for 2004, chosen by a panel of go reporters, were announced and are as follows.

Most Outstanding Player: Cho U, Meijin, Honinbo & Oza

Outstanding Player: Yamashita Keigo Tengen

New Star: Kim Shujun 7-dan

Women's Prize: Chinen Kaori, Women's Honinbo

Special Prize: Cho Chikun, 25th Honinbo (for winning his 67th title)

Most wins: Takao Shinji 8-dan (44-15)

Best winning percentage: Tsuruyama Atsushi 5-dan (75%)

Most successive wins: Takao Shinji (15)

Most games played: Yamashita Keigo (71)

International Prize: not awarded.

42nd Shusai Prize

This prize, for the outstanding player of the previous year, was awarded to Cho U on 9 February.

32nd Kansai Ki-in Prizes

The Kansai Ki-in Prizes for 2004 were announced on 28 January.

Most Outstanding Player: Yuki Satoshi (besides becoming the Kisei challenger, Yuki scored 47-15 last year) (third year in a row, seventh time overall)

Risen prize (fighting spirit): Imamura Toshiya (mainly for coming 3rd in the 29th Meijin league) (third year in a row)

Dogen prize (special merit, for players under 9-dan): Sakai Hideyuki 7-dan (for winning a place in the current Meijin league, coming second in the King of the New Stars title, winning a place in the 2nd Toyota & Denso Cup; score last year: 48 wins to 13 losses) (second year in a row)

Most successive wins: Sakai Hideyuki (12)

New Face prize: Ha Yon-il 3-dan (age 19)

Yamano prize (for popularizing go): Ms. Tamura Chiaki 1-dan

Nagai prize (for future potential): Murakawa Daisuke 2-dan (age 14)

Retirements

The following players retired as of the end of March: Tanimiya Teiji 9-dan, Tsuchida Masamitsu 9-dan, Koyama Shizuo 7-dan, and Hidaka Toshiyuki 7-dan.

News from Korea



Ch'oe Ch'eol-han

Ch'oe defends Kuksu

Ch'oe Ch'eol-han has continued his good form against Yi Ch'ang-ho, rebuffing the latter's challenge for the 48th Kuksu title with three straight wins. Yi was unable to win back the title Ch'oe took from him last year.

The third game of the match was held at the famous North Korean scenic spot of Mt. Kum-

gang, making it the first official South Korean tournament game held in DPR Korea. The group of players, game officials and go tourists, numbering 156 people in all, set out from Seoul on 18 February and reached the game venue after a five-hour trip.

Incidentally, this was Yi's 108th best-of-five match, and the fifth he had lost three straight.

First prize is 20 million won.

Game 1 (10 Jan.). Ch'oe (B) by resig.

Game 2 (11 Feb.). Ch'oe (W) by resig.

Game 3 (19 Feb.). Ch'oe (B) by resig. (This game is given on page 19.)

Yi Se-tol wins 6th 9-dan Strongest Player

This is a tournament open only to the 31 9-dans at the Hanguk Kiwon. The time allowance is 20 minutes, followed by 40 seconds per move. In the final of the 6th tournament, Yi Se-tol beat Yang Jae-ho 2-1. First prize is 15 million won.

Game 1 (1 Feb.). Yang (W) by resig.

Game 2 (17 Feb.). Yi (W) by resig..

Game 3 (24 Feb.). Yi (B) by resig.

Pak takes Kiseong title from Ch'oe

Pak Yeong-hun 9-dan has won his first Kiseong title, defeating Ch'oe Ch'eol-han 9-dan 3-2. First prize is 26 million won; second is six million.



Pak Yeong-hun

Game 1 (11 March). Pak (B) by 1½.

Game 2 (18 March). Pak (W) by resig.

Game 3 (25 March). Ch'oe (W) by resig. (This game is given on page 20.)

Game 4 (27 April). Ch'oe (B) by resig.
Game 5 (9 May). Pak (W) by ½.

Cho Hye-yeon defends Women's Kuksu title

Yun Yeong-seon 4-dan became the challenger for the 10th Women's Kuksu title by defeating Rui Naiwei 9-dan in the play-off of the losers' section, but she was unable to win a game in the best-of-three match with the winner of the winners' section, Cho Hye-yeon 5-dan.

First prize is ten million won and second is four million.

Play-off (8 Feb.). Yun (B) beat Rui by 1½.
Game 1 (9 March). Cho (B) by resig.
Game 2 (9 April). Cho (W) by 1½.

Overhaul of Wangwi tournament system

Major changes have been made in the Wangwi tournament system, starting from the 39th term. The eight-player league that was the final stage has been abandoned, so the tournament is a knockout one all the way. Also, following the lead of the Samsung Cup, four amateurs are allowed to participate.

Some professionals objected strongly to the second step, so much so that for a time the future of the tournament was in doubt.

The opening three rounds were held from 2 to 6 April, and all the amateurs were eliminated in the 2nd round.

1st Masters Tournament

In 2003, because of its accumulated deficit, the Hanguk Kiwon (Korean Ki-in) stopped paying the monthly stipend to all professionals under 40. This year it was decided to use the funds concerned to hold, on an irregular basis, a Masters Tournament. Male players compete in the 'War God' section and female players in the 'Goddess' section. It is planned to hold the former three times this year. Seventy-eight players participated in the 1st Masters Tournament, which got under way in late April. There are no game fees, but the top 32 place-getters receive prizes; the prize for 1st is 9,000,000 won.

Pak wins King of the New Stars

The title match for the 15th BC Card: King of the New Stars featured a strange, perhaps unique, pairing: a 9-dan versus a 1-dan. Apparently the rule now is that players who have been a professional for ten years or under qualify; the 9-dan was Pak Yeong-hun, who became 1-dan as recently at 1999. He lost the first game of the best-

of-three, but won the next two to take the first prize of 20 million won. Kim Tong Heui 1-dan won four million won.

Game 1 (25 April). Kim (B) by ½.
Game 2 (29 April). Pak (B) by 4½.
Game 3 (6 May). Pak (B) by resig.

News from China

Chang Hao wins NEC Cup

In the final of the 10th NEC Cup, held on 22 January, Chang Hao 9-dan (W) defeated Gu Li 7-dan by resignation. This is Chang's third victory in this tournament. First prize is 200,000 yuan and second is 80,000.

Xu/Nie win Pair Go tournament

The Chinese Weiqi Mixed Pairs Invitational Tournament was held in Shanghai on 13 January. In the first round, Xu Ying 5-dan & Nie Weiping 9-dan defeated Hua Xueming 7-dan & Chen Zude 9-dan, and the wife/husband team of Zhang Xuan 8-dan & Chang Hao 9-dan defeated Kong Shangming 8-dan & Wang Runan 8-dan. In the final, victory went to the Xu/Nie team.

Under-15 tournament

In the first tournament of its kind that we've heard of, the Chinese Weiqi Association organized the Fujitsu Cup Under-15 Young Professionals Tournament. The condition for male participants was having been born on or after 1 January 1989; for female players, the date was 1 January 1986.

The nine-round Swiss-system tournament was held from 15 to 20 January in Beijing, with 48 players participating and was won by Zhou Ruiyang 3-dan, undoubtedly a name to watch out for in the future.

Gu Li wins King of the New Stars

Gu Li 7-dan has been the number one or two player in the Chinese ratings for a couple of years now, so it comes as a bit of a surprise to find him playing in this tournament, but his dan still qualifies him. Sixteen players competed for the first prize of 30,000 yuan in the final section of the 12th tournament, starting on 17 February. In the final, Gu defeated a real new star, the 16-year-old Yin Hang 2-dan, 2-0.

Game 1 (21 Feb.). Gu (W) by 2½.
Game 2 (22 Feb.). Gu (B) by resig.



Gu Li

Gu wins 19th Tianyuan title

Gu Li has won this title for the third year in a row. This time he rebuffed the challenge of Zhou Heyang 9-dan 2-1. First prize is 50,000 yuan.

Game 1 (2 April). Gu (B) by resig.
Game 2 (4 April). Zhou (B) by resig.
Game 3 (5 April). Gu (W) by 2½.

Kong wins 1st Changqi Cup

This is a new tournament with China's top prize of 400,000 yuan (about \$48,500; it eclipses the previous top prize for China of 300,000 yuan for the now-defunct Qisheng title²); it is sponsored by the Ing Chang-Ki Foundation in Shanghai. The final stage of the tournament is a 24-player knockout in which the participants are the top 14 players in the rating system, the top woman player, one player invited from Chinese Taipei, and eight players who win their way in from the preliminary.

In the final, Kong Jie 7-dan defeated Wang Lei 8-dan 2-1. Wang had to be content with the second prize of 100,000 yuan.

Game 1 (27 March). Wang (W) by resig.
Game 2 (29 March). Kong (W) by 5.
Game 3 (31 March). Kong (B) by resig.

Xie wins 5th Ricoh Cup

The feature of this Japanese-sponsored tournament is the unusual time system. In the first stage, each player has to play 30 moves in 60

minutes; in the second stage, 20 minutes in 15 minutes. Failure to do so results in a loss on time.

In the semifinals, held in Xian City on 31 March, Wang Xi 5-dan (B) beat Ma Xiaochun 9-dan by resignation and Xie He 5-dan (B) beat Wang Lei 8-dan, also by resignation.

In the final, held in Beijing on 5 April, Xie (W) beat Wang by resignation.

CSK Qualifying

The qualifying tournament to choose the Chinese team for the 4th CSK Cup was held in Beijing from 4 to 6 March, with the top 20 players in the rating system taking place. The players were divided into five four-player groups, which held two-round knockouts. For the results, see the report in our International section.

Chinese ratings

The latest rating list to reach us was published in February.

- | | |
|--------------------|----------------------|
| 1. Gu Li: 2773 | 2. Zhou Heyang: 2704 |
| 3. Kong Jie: 2700 | 4. Hu Yaoyu: 2685 |
| 5. Wang Lei: 2670 | 6. Yu Bin: 2655 |
| 7. Chang Hao: 2652 | 8. Wang Xi: 2641 |
| 9. Peng Quan: 2638 | 10. Qiu Jun: 2630 |

Liu Xing wins CCTV Cup

In the final of the 18th CCTV Cup, played on 31 May, Liu Xing 7-dan (W) defeated Gu Li 7-dan by 8½ points to win this title for the first time. Both players will represent China in the next TV Asia Cup, along with Yu Bin 9-dan, who, as the previous winner, is seeded.

News from Taiwan

Zhou wins Mojie Cup

Zhou Junxun 9-dan defeated Lin Zhihan 7-dan 2-1 to win the 3rd Mojie Cup. The deciding game was played on 28 January.

The first term of this tournament was won by Chen Yida 2-dan (January 2003). The second term was won by Lin Zhihan (December 2003).

Zhou wins Taiwan Qiyuan Cup

In the final of the 4th Taiwan Qiyuan (= Ki-in) Cup, Zhou Junxun 9-dan defeated Lin Zhihan 7-dan 3-0.

Game 1 (15 Feb.). Zhou (W) by resig.
Game 2 (22 Feb.). Zhou (B) by resig.
Game 3 (1 March). Zhou (W) by resig.

² Information courtesy of John Fairbairn, who has also helped out with some Korean and Chinese names in this report.

The 2nd Toyota & Denso Cup Final

The pairing in the final of the 2nd Toyota & Denso Cup was China vs. Korea, just as in the first cup. The only change was that this time the Yi representing Korea was the younger one, Se-tol. He was fresh off a victory in the 9th LG Cup — his proclaimed campaign to displace Yi Ch'ang-ho as the world's number one was in top gear.

His opponent, Chang Hao, was keen to make up for his failure in the 1st Toyota & Denso Cup — and even keener to put an end to his string of second places, now five tournaments long, in international titles. Actually, he had two strings to his bow, as he was also playing in the final of the 5th Ing Cup (he was tied 1-1 with Ch'oe Ch'eol-han at the time of this match).

In this article, we present very brief commentaries on the first two games and a more detailed one on the deciding game. The commentator is Ryu Shikun 9-dan; the reporter is Sekine Shingo.

Game One

White: Yi Se-tol 9-dan (Korea)

Black: Chang Hao 9-dan (China)

Komi: 6½; **time:** 3 hours each

Played in Nagoya on 5 January 2005.

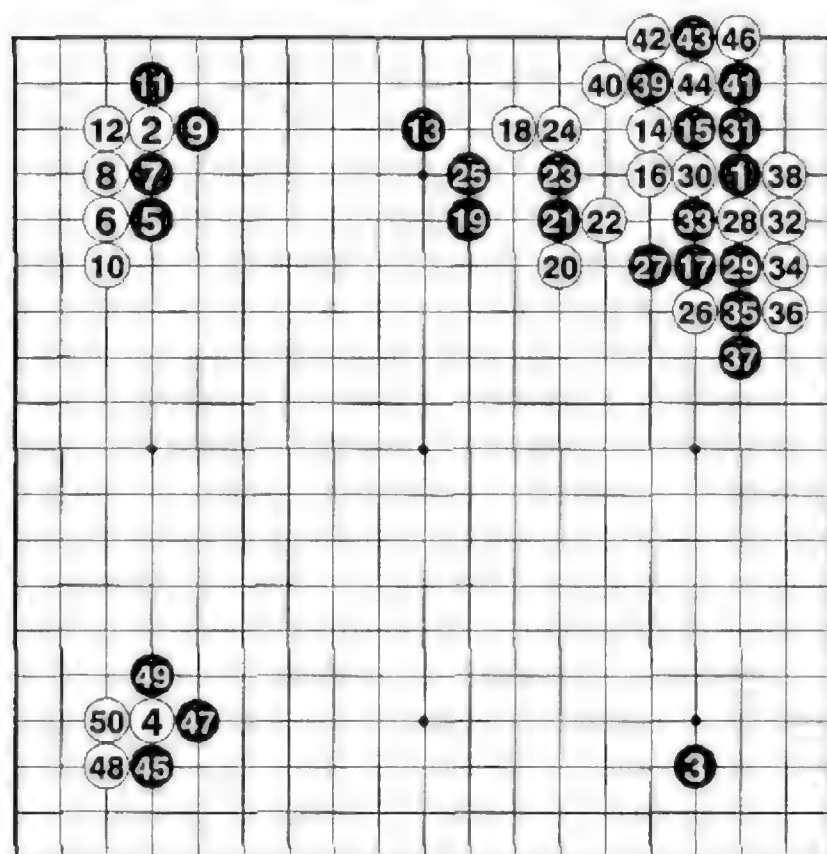


Figure 1 (1-50)

Figure 1 (1-50). Black's bad start

The first fight starts in the top right corner. Black starts a ko with 39, but when White finishes it with 44 and 46 he captures the corner in

good aji. This result looks like a failure for Black.

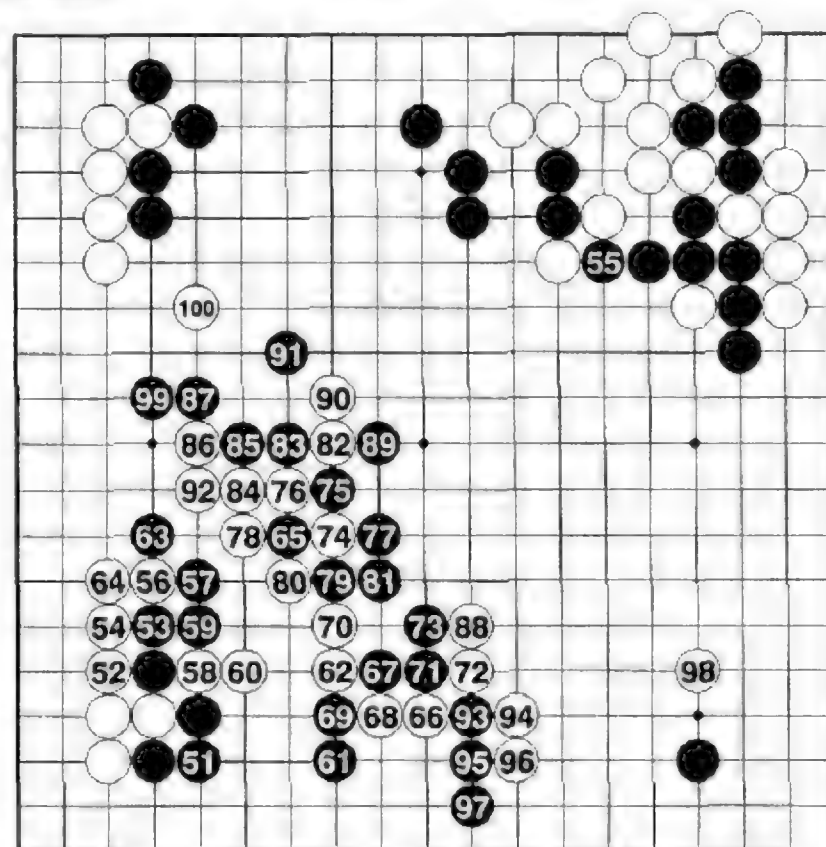


Figure 2 (51-100)

Figure 2 (51-100). White's bold cut

The battlefield switches to the bottom left, but White simply settles the shape up to 56. Cutting with 58 and 60 requires courage. As it turns out, Black has no severe attack on the white group, which is surprisingly tenacious. Actually, it's White who captures some stones up to 92, while Black secures the bottom up to 97.

Having fallen behind in territory, Black pins his hopes on taking control of the centre, but White 100 exposes his thinness there.

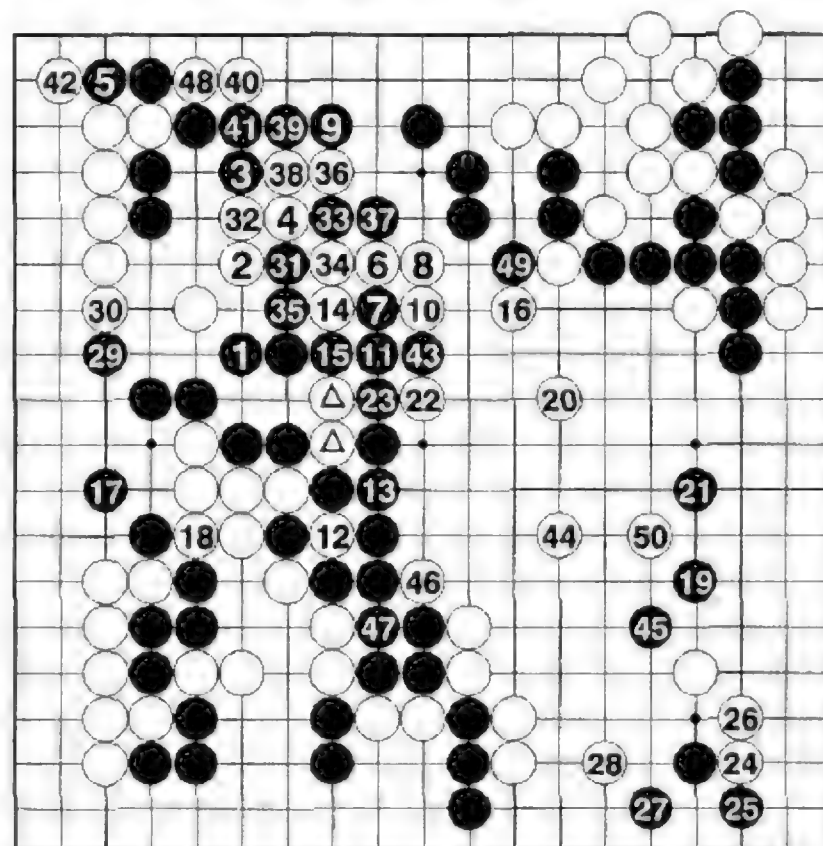


Figure 3 (101-150)

Figure 3 (101–150). Reducing the centre

White makes skilful use of the marked stones to move into the centre. If he can cut it down to size, victory is near.

Attempting to cut with 31 is Black's last hope, but . . .

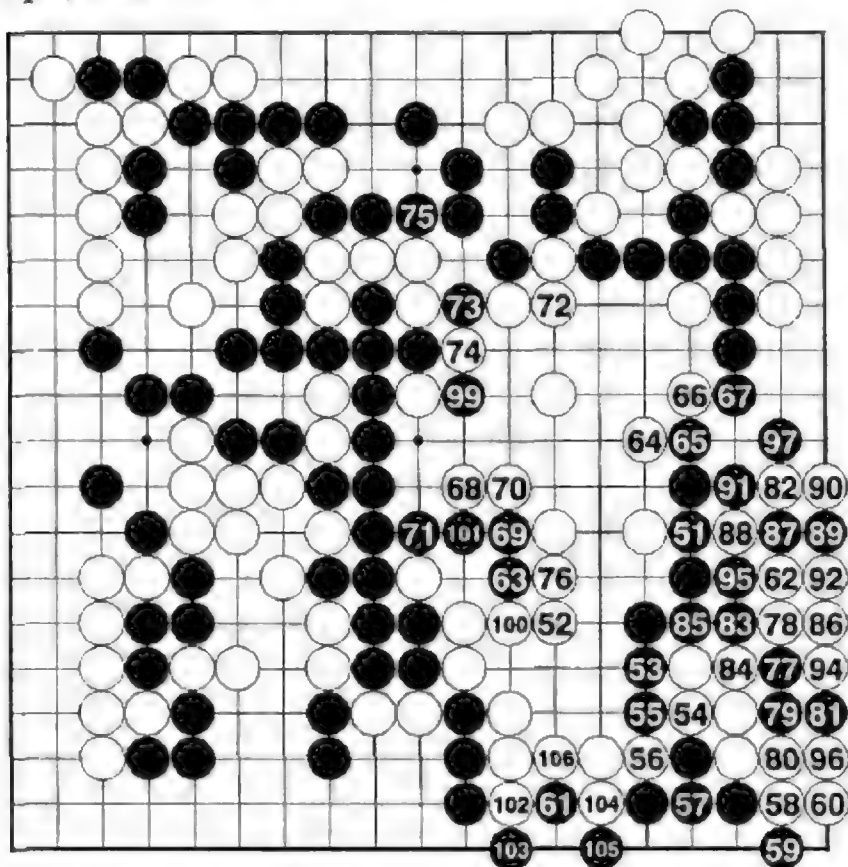


Figure 4 (151–206)
93: at 87; 98: at 79

Figure 4 (151–206). Immune from attack

After White makes shape with 64 and 66, it won't be easy to capture his group.

Black resigns after White 206.

Game Two

White: Chang Hao

Black: Yi Se-tol

Played on 7 January 2005.

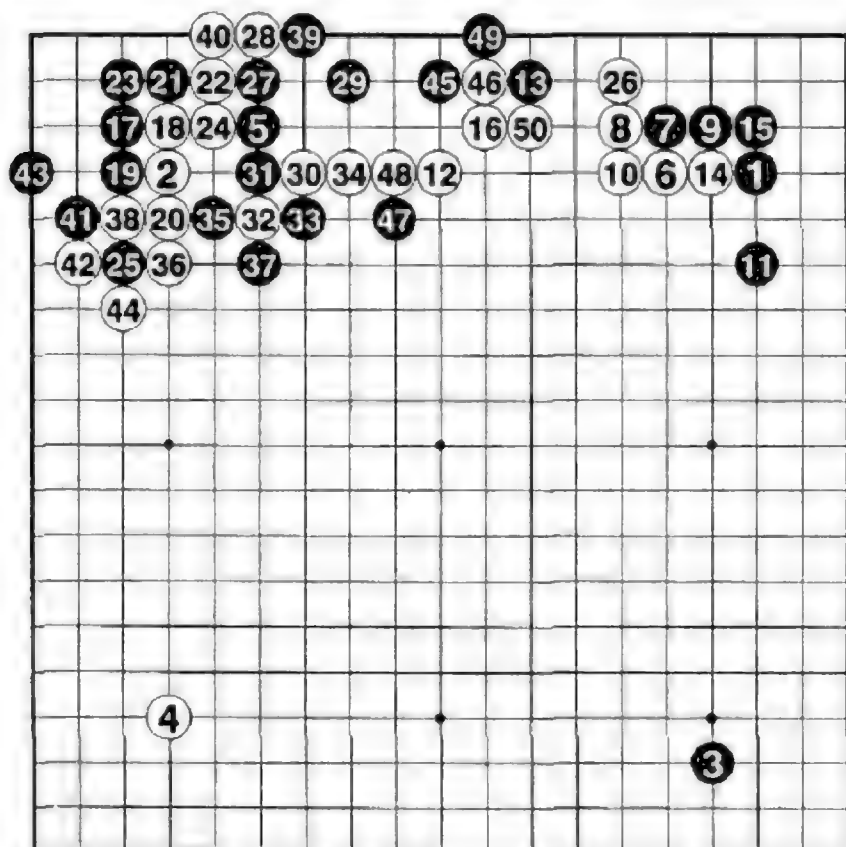


Figure 1 (1–50)



Yi Se-tol

Figure 1 (1–50). An even start

Yi plays very aggressively, starting with the 3–3 invasion of 17, preceded by the placement of 13, then 27. White makes a ponnuki up to 44 and Black lays waste to the top — Chang Hao professed himself satisfied with this result.

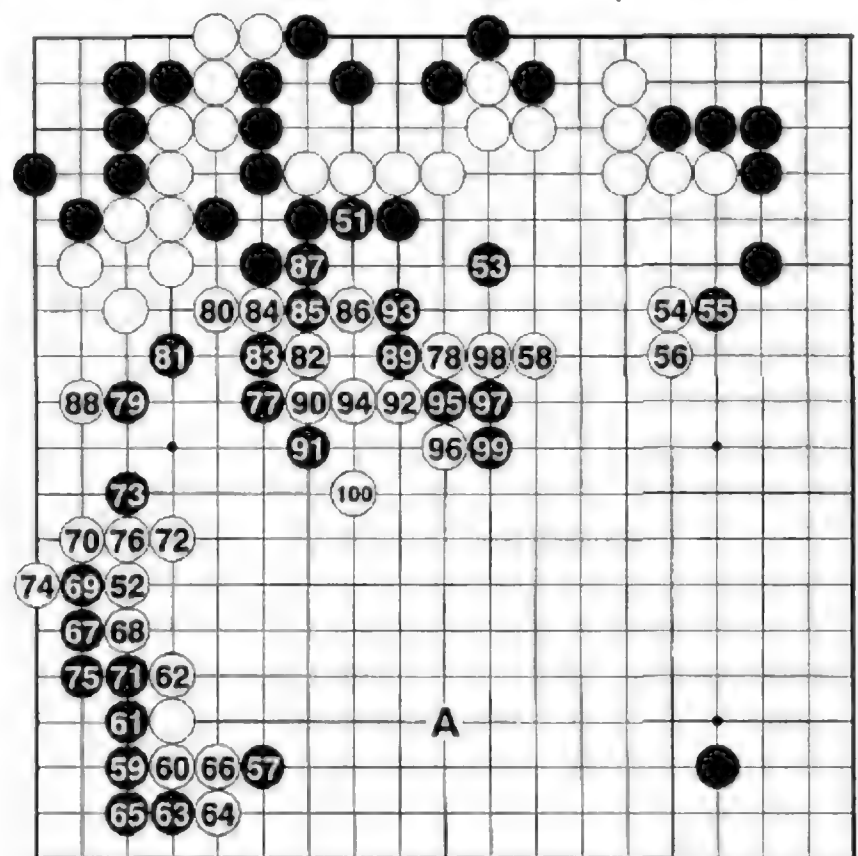


Figure 2 (51–100)

Figure 2 (51–100). Yi goes for territory.

Yi invades at the 3–3 yet again with 59; Black has more or less taken all four corners. The game has clearly become a contest between thickness and profit.

Switching to A at the bottom would be the usual move for 77, but Black sets out to split White into two with 77 and 79.

The peep of 81 may have been too aggressive. White counterattacks with 82, and Black gets weak groups on the left side and in the centre.

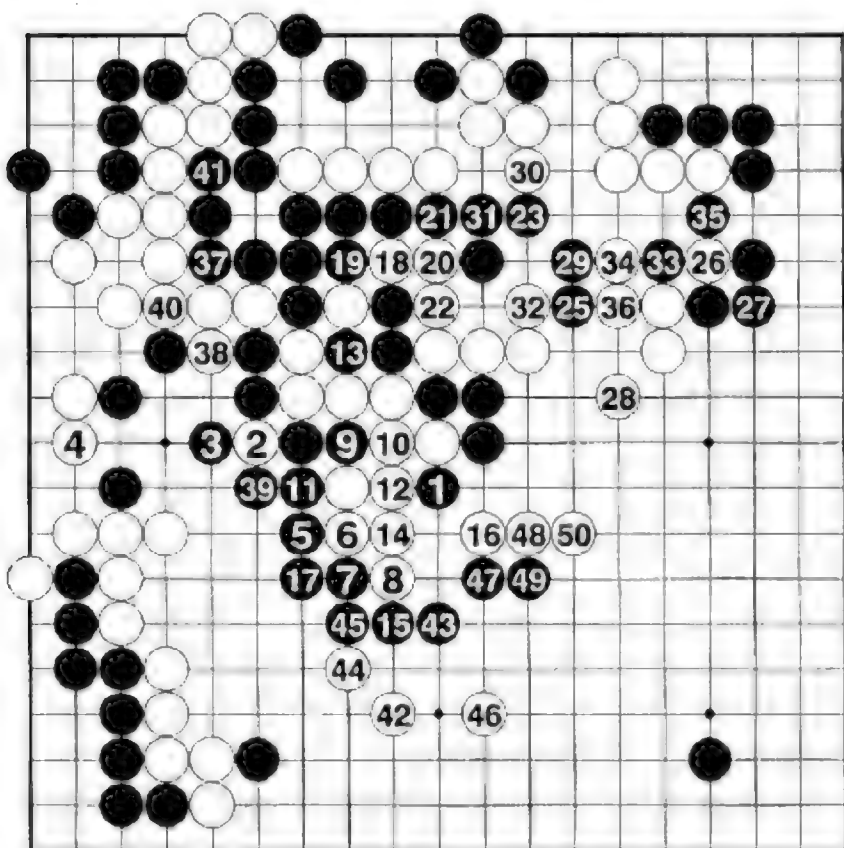


Figure 3 (101-150). White takes the lead.

Yi does his best to harass White, but he links up on the side with 4 and catching his centre group will be difficult.

When White captures three stones with 24, he has a won game.

Figure 4 (151-200), Figure 5 (201-250)

Black resigns after White 250.

Game Three

White: Yi Se-tol 9-dan (Korea)

Black: Chang Hao 9-dan (China)

Played in Nagoya on 8 January 2005.

Figure 3 (101-150) 24: takes (above 13)

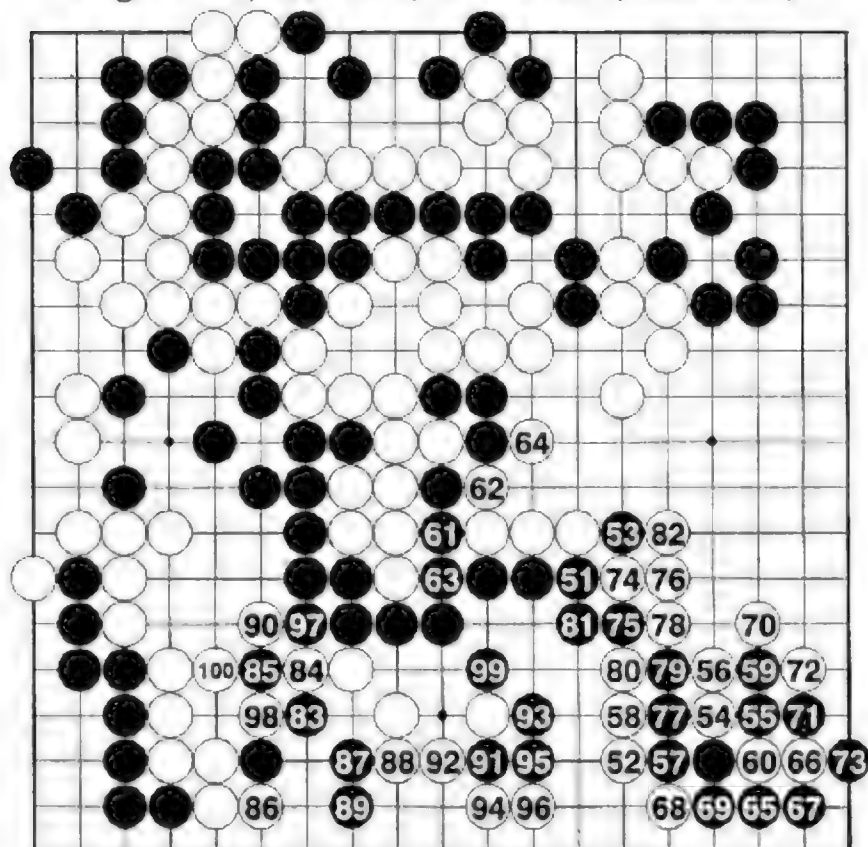


Figure 4 (151-200)

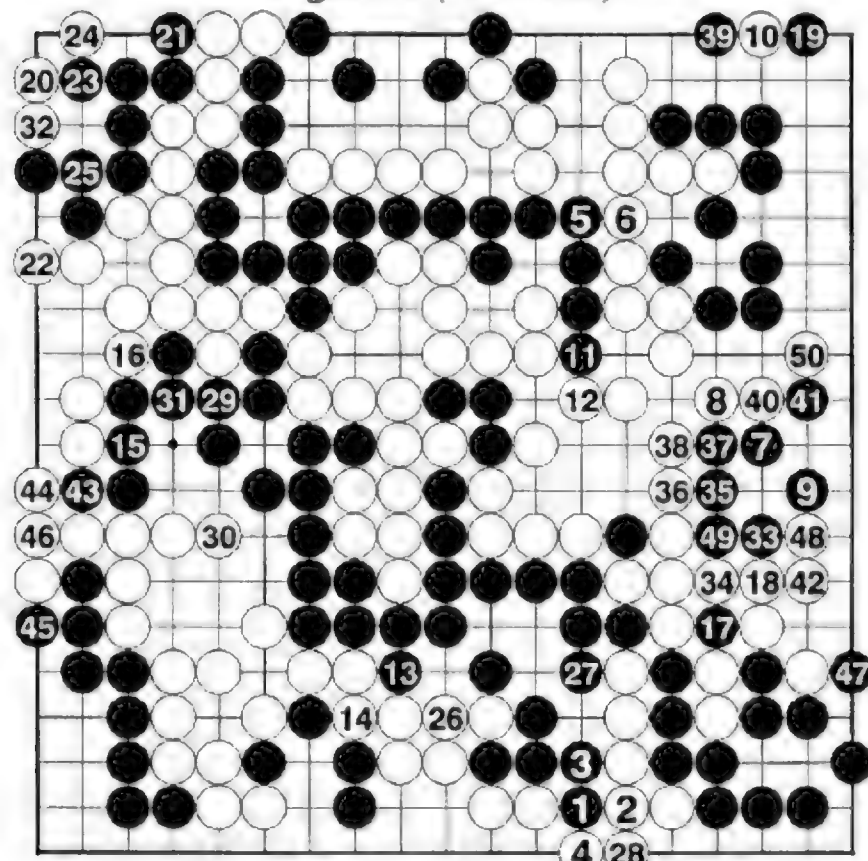


Figure 5 (201-250)

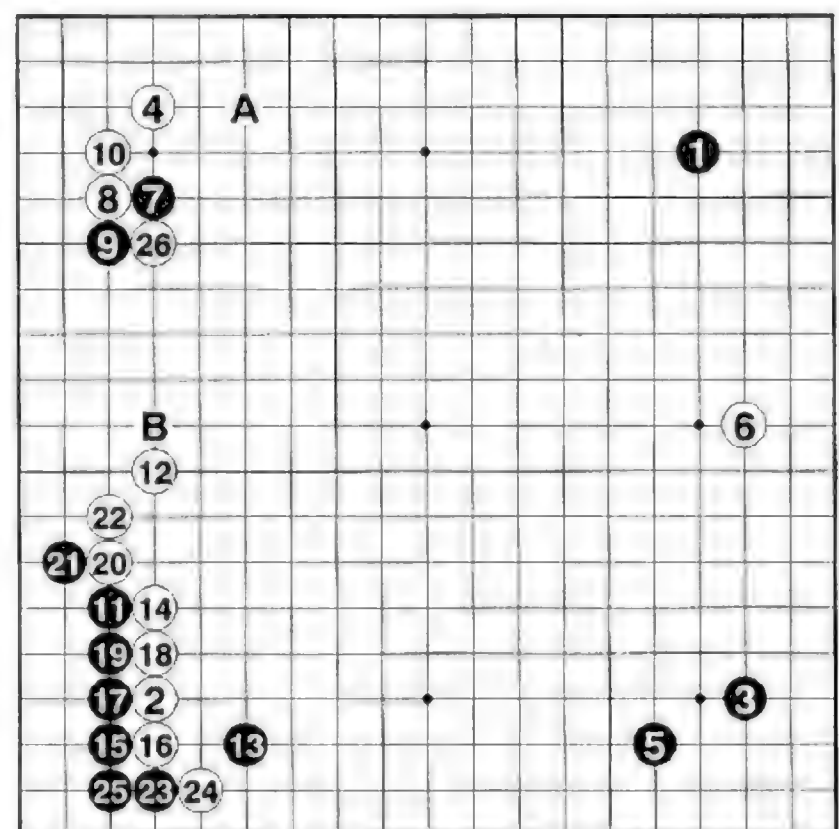


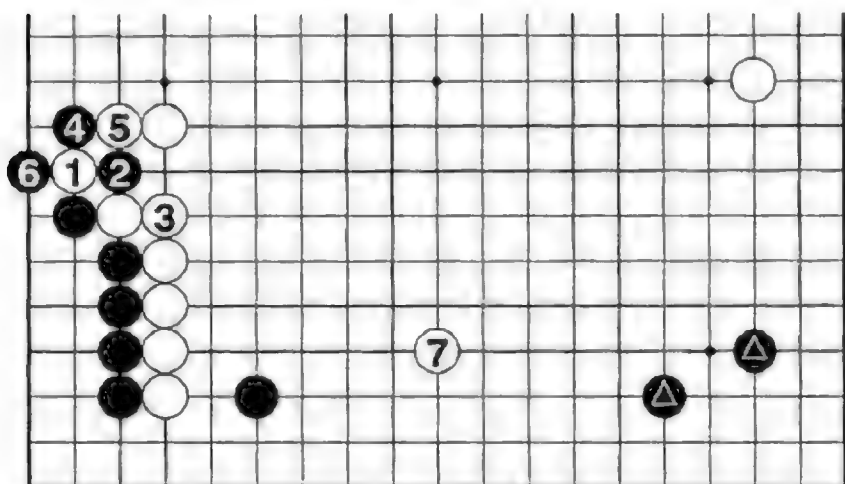
Figure 1 (1-26)

Figure 1 (1-26). A quiet start

The opening of this game is quiet compared to the turbulent fighting that started off the first two games. Perhaps it's not surprising that the players prefer to adopt a more leisurely strategy in the deciding game.

White 12 could also be at 13; the continuation of Black 26-White A-Black B would also be a reasonable game. Yi is basically a fighting-oriented player, which is probably why he chooses 12.

The moves from 13 to 25 form a common pattern. Instead of 22, White 1 in *Dia. 1* (next page) is also a joseki. The only thing is that after Black's extension to 7 Black's corner enclosure (the marked stone) faces in just the right direction. That's why White chooses to emphasize the left side with 22 and 26.



Dia. 1: inappropriate joseki

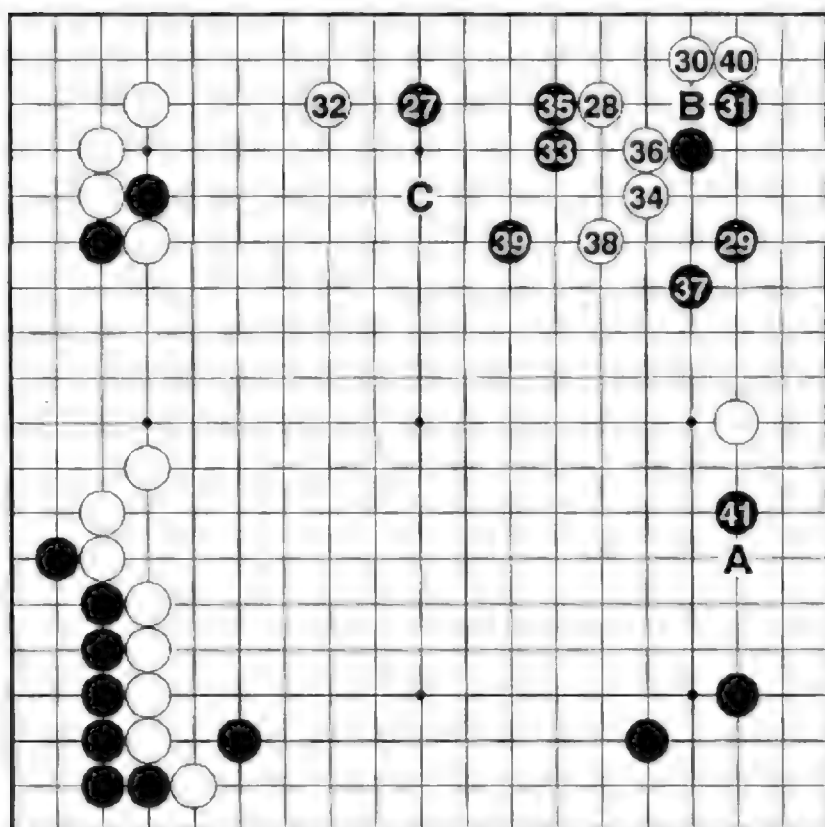
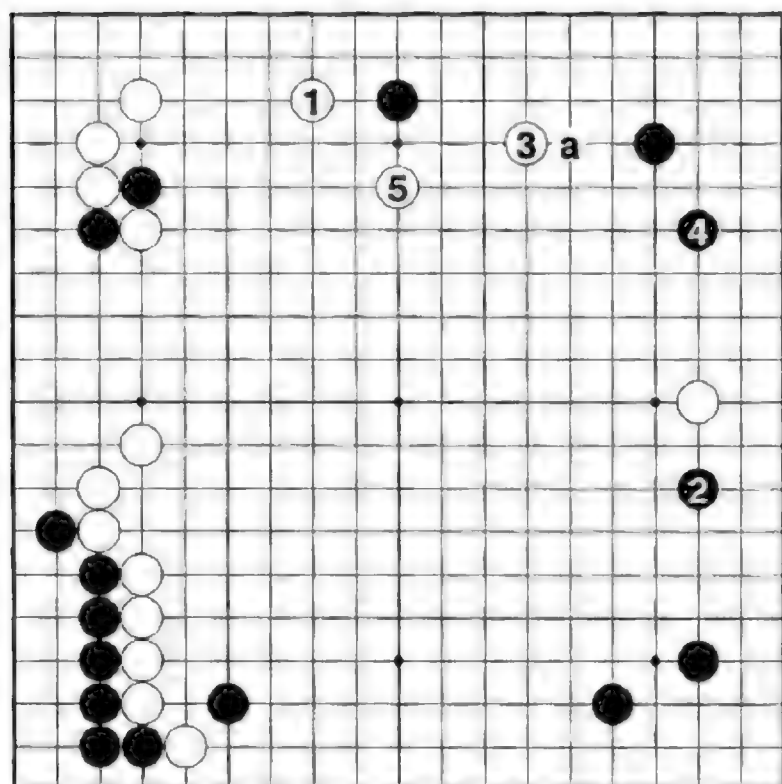


Figure 2 (27-41)



Dia. 2: standard strategy

Figure 2 (27-41). White is punished for his overplay.

Black 27 is natural: this is a large fuseki point.

Up to this point, the game is level, but Yi's strategy now is surprising. Presumably his plan

is to lead the game into a confused fight, but White 28 is dubious.

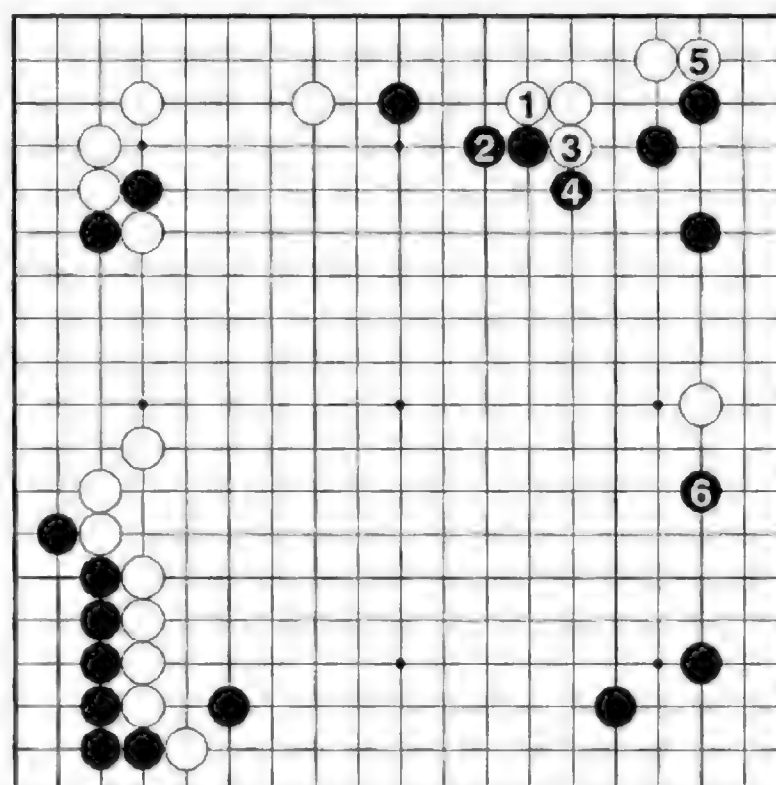
The usual strategy at this point would be to emphasize the top left by making the checking extension to 1 in *Dia. 2*. This sets up a moyo with excellent breadth. Black will agonize over his answer. If he chooses the large point of 2, White can then invade at 3 and start a fight. Black might prefer to set up a solid position with 'a' instead of 2; in fact, this might be the best strategy.

If you look just at the shape on the right side, then after Black 29 White must extend at A. But look — Yi slides at 30. This is, after all, an overplay. Black just makes the ordinary answer at 31, and it looks as if White has just made himself heavy. He then makes the checking extension to 32. No matter how you look at it, this series of moves feels a little unreasonable for White.

Simply playing 30 at 32 is not unthinkable, but could it be that Yi disliked the prospect of Black B? Even then, White could cap at C and have better prospects in the fight than in the game.

The shoulder hit of 33 is an ideal point: this excellent move punishes Black for his overplay. Already the development of the game favours Black.

White can't afford to let himself be sealed in in the top right corner, so moving out with 34 is the only move. White could live with 1 to 5 in *Dia. 3*, but the game will be bad for him when Black makes the checking extension to 6.



Dia. 3: bad for White

Blocking at 35 feels good. Black solidifies his positions on both sides while chasing White out with 37 and 39. Black's moves have a good rhythm.

So White crawls into the corner with 40, but I don't know what to make of this move. Wouldn't just jumping out to A be better?

Black plays his long-awaited checking extension with 41. Occupying this large point secures a definite lead for Black: he has played with precision in dealing with White's overlay.

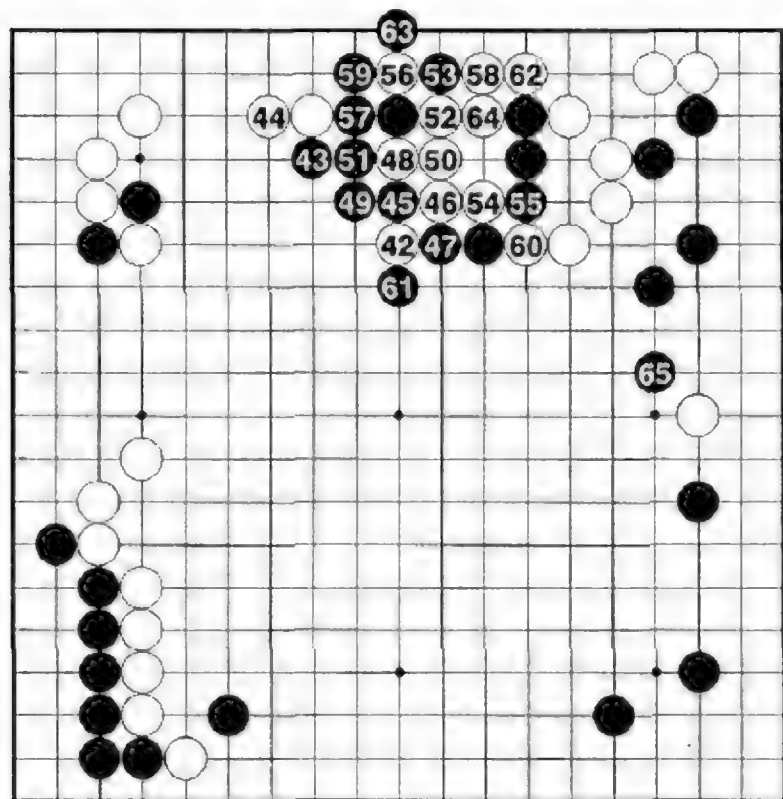
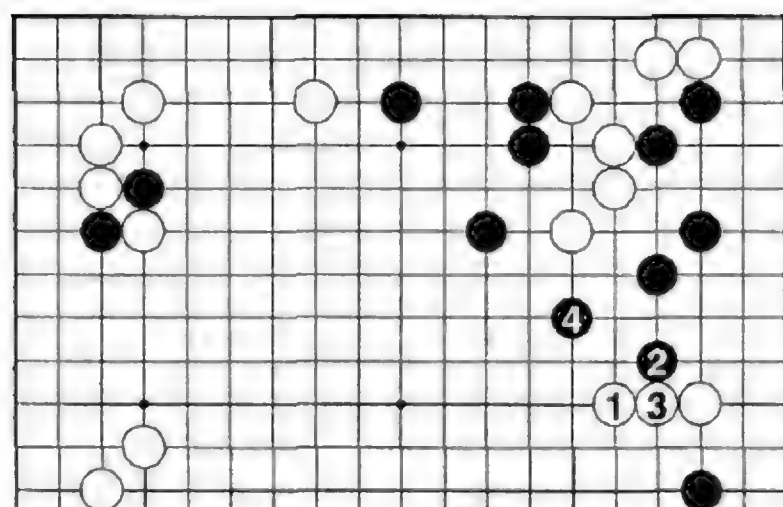
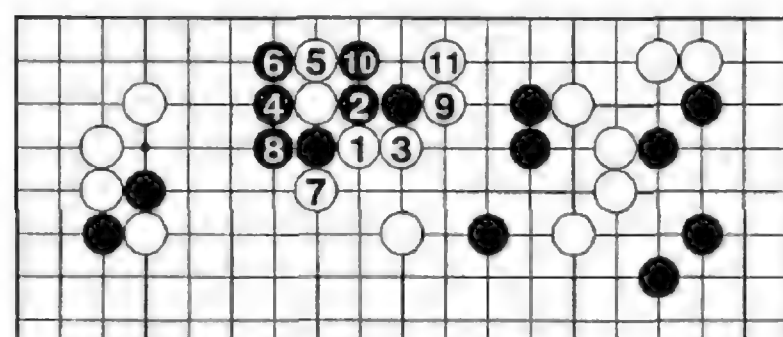


Figure 3 (42-65)



Dia. 4: hopeless for White



Dia. 5: sacrifice strategy

Figure 3 (42-65). A tough position for White

For White, the position is already something of an emergency. If he plays an ordinary move like jumping out at 1 in *Dia. 4*, Black splits him into two with 2 and 4; this is no good.

That's why White tries to get in first and create complications with 42. That being so, he could also have considered playing 44 at 1 in *Dia. 5*. The continuation from 2 is natural mo-

mentum. White more or less achieves his goal of starting a confused fight when he splits the top into two up to 11. This would be better than the game, though I'm not saying it's good for White. What it comes back to is that his opening strategy was dubious.

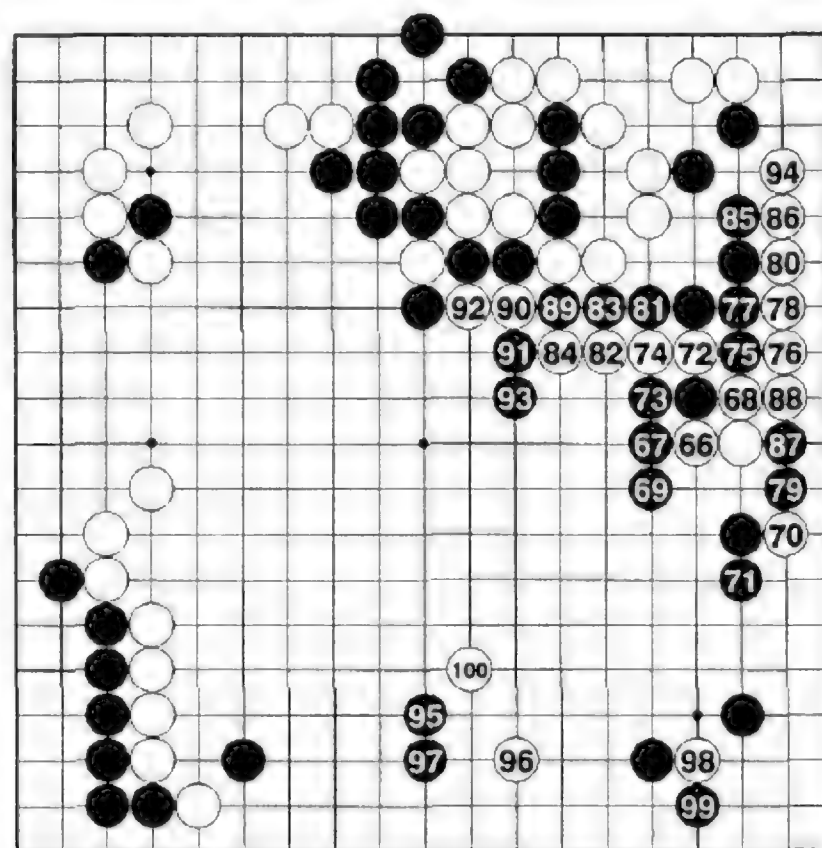
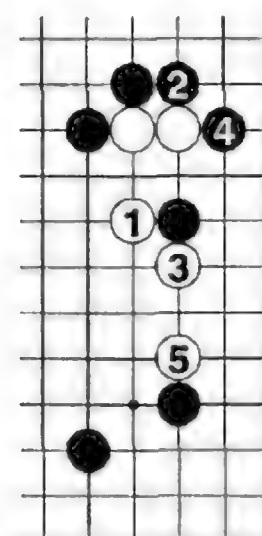


Figure 4 (66-100)



Dia. 6: 'normal'

Figure 4 (66-100). A 'won' game

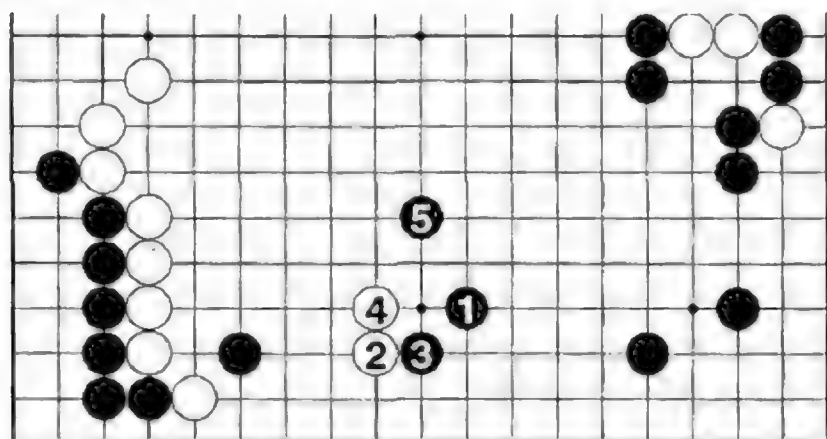
What makes the position decisively bad for White is turning at 68. Normally in this kind of position things are hopeless for White if he doesn't move out as in *Dia. 6*. Even if the game is still bad for White, he has no choice but to fight, attaching at 5, for example.

Black 69 is the only move: this solid extension is perfect. It expands Black's bottom right moyo and forces White into a low position. The profit White takes by linking up with 94 is not small, but Black has built marvellous thickness on the right side — in sente, moreover. When Black switches to 95, he more or less has a won game.

Around this point, the word 'victory' proba-

bly flickered in Chang's brain. That's how definite his lead was. The consciousness of having the lead seems to have had the ironic effect of putting pressure on him. His moves after this somehow seem to be at cross-purposes.

If Black wants to play solidly, then instead of 95 he could make the narrower extension of 1 in *Dia. 7*. In response to White 2, even moves like Black 3 and 5 would probably secure a win. The wide extension in the game shows that Black believes he can handle the fight after White invades at 96, that is, that he can attack the invader effectively.



Dia. 7: a probable win

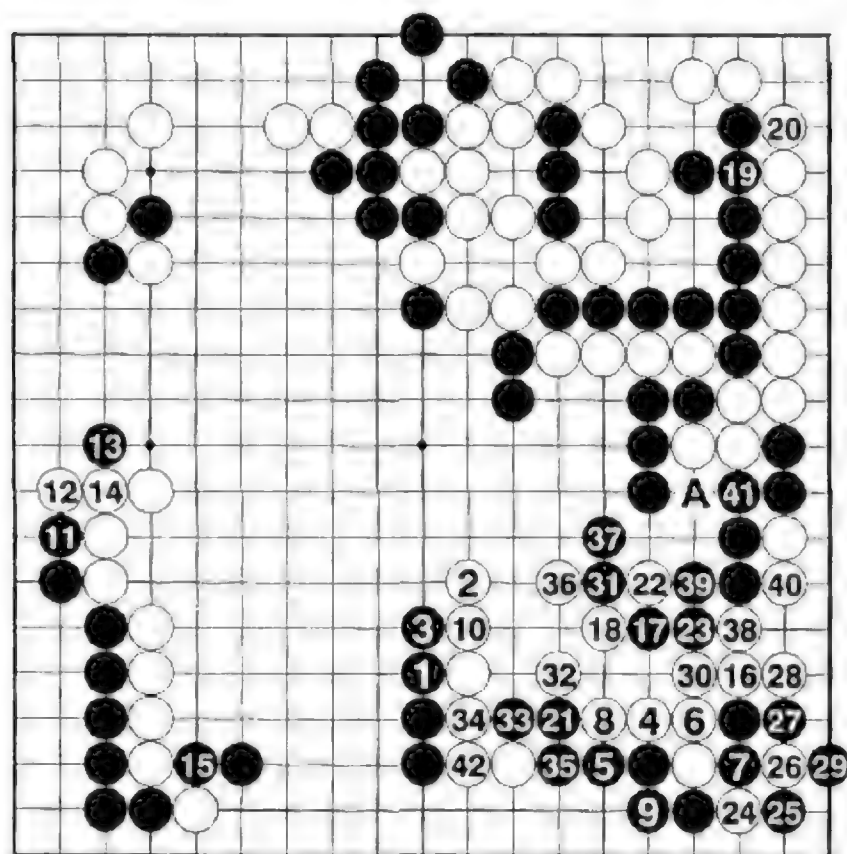
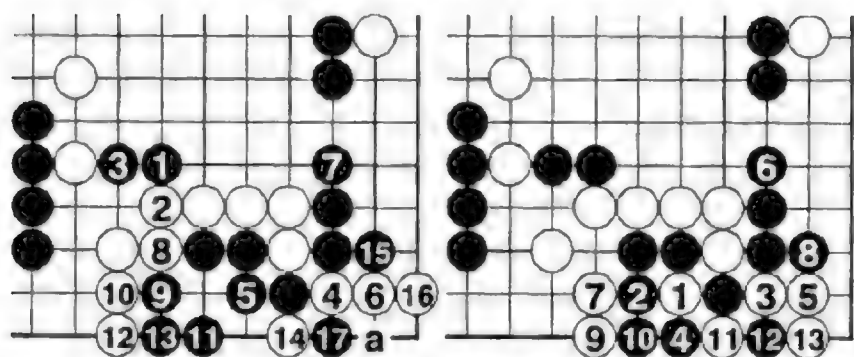
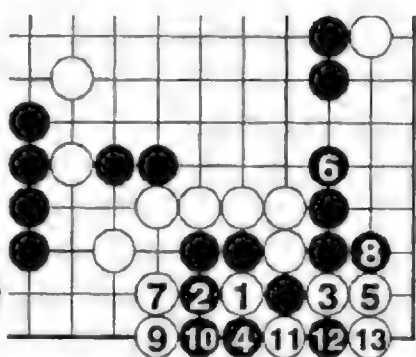


Figure 5 (101-142)



Dia. 8: White loses



Dia. 9: ko

Figure 5 (101-142). Overcome by pressure?

What kind of a move is Black 9? It's certainly true there are a lot of cutting points in the

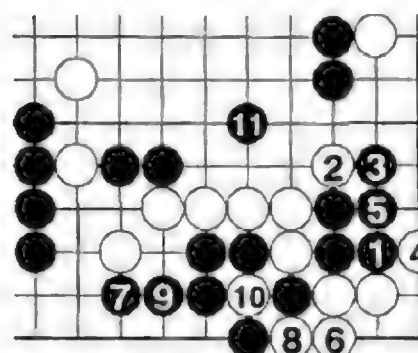
corner, so Black has a little bad aji, but, no matter how you look at it, this is too solid. If Black really wants to win without fighting, then he should have followed *Dia. 7*.

If Black is worried about his bad corner aji, my suggestion is simple: crush the opponent before he crushes you!

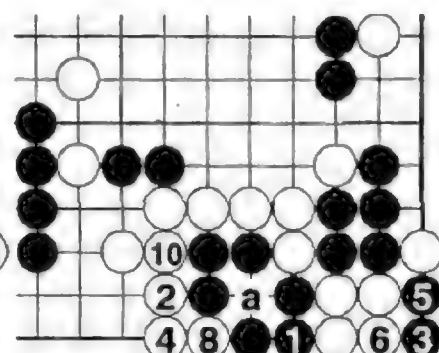
Dia. 8. If Black attacks with 1, White will be on the spot. If he cuts at 4, Black can connect at 5. If White captures at 'a' after 17, locally the corner is a seki. The outside white group doesn't have two eyes, so this is hopeless. Instead of White 4 —

Dia. 9. Cutting at White 1 is a little more troublesome to deal with. Up to 13, White gets a ko. Therefore, instead of Black 6 —

Dia. 10. Black must fill in a liberty with 1 here. If White 6 and 8, Black calmly responds with 7 and 9. Even if White captures at 10, Black plays 11, and the whole group doesn't have two eyes. Note that instead of 7 —



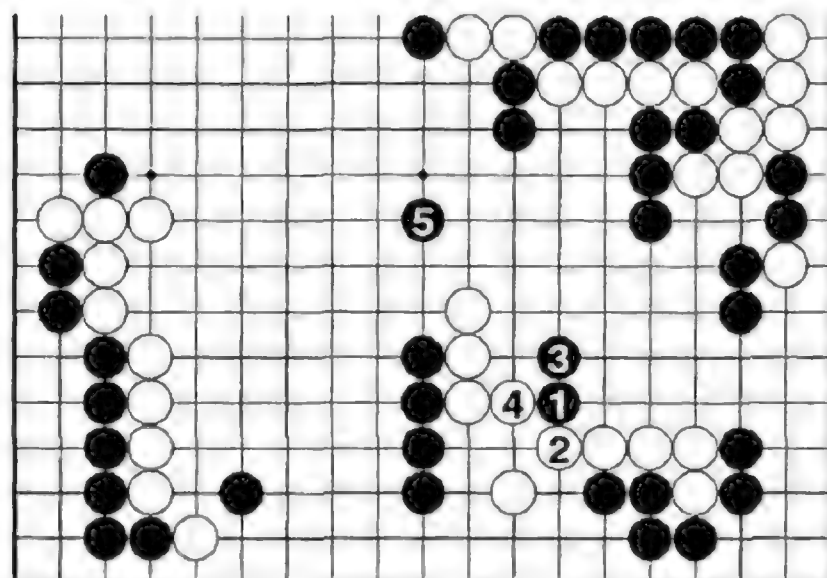
Dia. 10: dead



*Dia. 11: a trap
7: at 5; 9: at 3*

Dia. 11. Connecting at 1 is no good. Black can capture the corner with 3 and 5, but he can't connect at 'a' after White 10. This is an unusual example of the 'under the stones' tesuji.

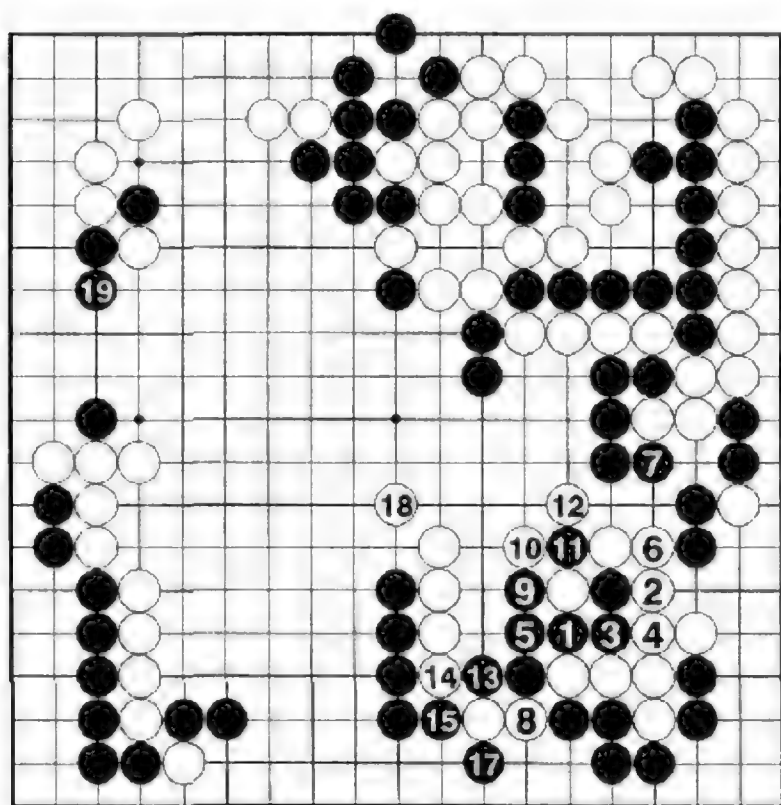
Chang could immediately read out diagrams like these if he tried. But, because of the pressure of imminent victory, he was unable to play his usual game. Connecting at 9 in the game shows that he was trying to win by simplifying, by avoiding possible complications.



Dia. 12: better late than never

Black 15 is yet another overly solid move. Black is suffering from nerves again. Black should attack at 1 in *Dia. 12*: better late than never. I can't see any way for White to live after Black 5.

When White hanes at 16, Black finally attacks with 17, but this is one step or two steps too late.



Dia. 13: still in the game
16: ko (below 11)

Black 23. Black should at least wedge in with 1 in *Dia. 13*. There's no scope for variation in the continuation; the result to 18 is superior to the game. One may not be able to claim that Black has the lead, but he could launch another challenge with 19.

Black 23 became the losing move. Black gets a shape that's beyond redemption. White 30, with its threat of pushing down at A, is sente; Black has no choice but to cut at 31. White smartly settles the shape with 32 on; Black has virtually collapsed. I wouldn't be surprised if Yi thought he was dreaming at this point. When you consider the original position, this result is inconceivable. For Chang, it must have been like a nightmare. The logic of the position is that in exchange for the paltry territory gained by Black 15 White has laid waste to the bottom right.

Figure 6 (143–188) *A dreamlike upset*

I haven't the heart to comment any further: it would be too cruel. Chang Hao really threw it away. I can only wish him luck in the Ing final.

Black resigns after White 188.

(*Monthly Go World*, March 2005. Translated by John Power.)

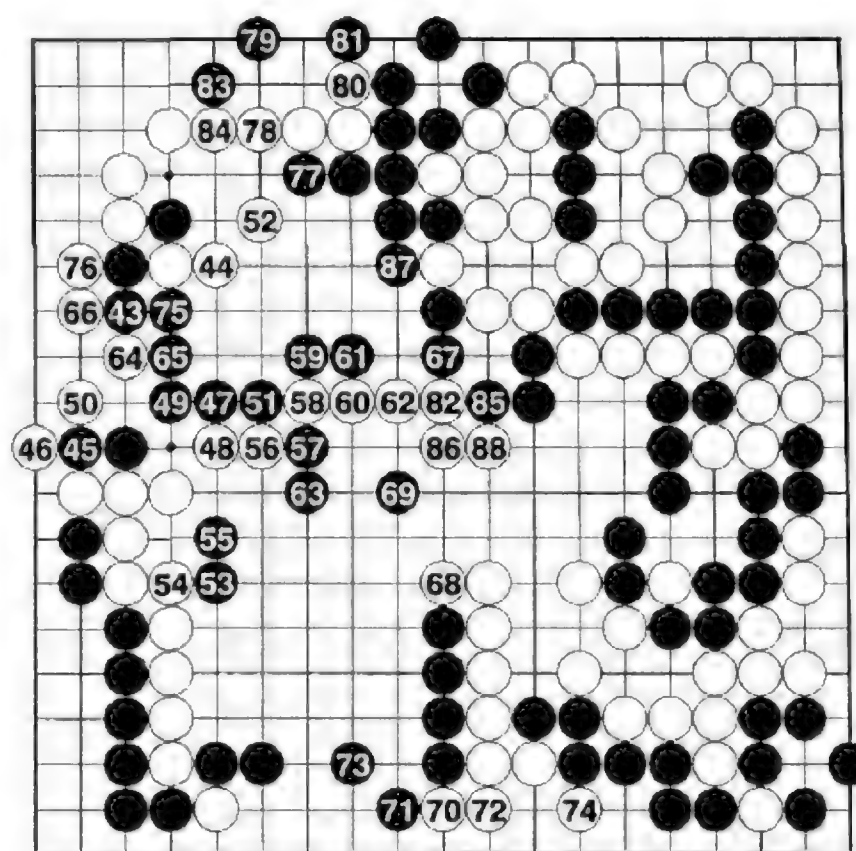


Figure 6 (143–188)

The 48th Kuksu Title Game Three

White: Yi Ch'ang-ho 9-dan

Black: Ch'oe Ch'eol-han Kuksu

Komi: 6½; time: 4 hours each

Played on Mt. Kungang on 19 February 2005.

Commentary by Kim In 9-dan.

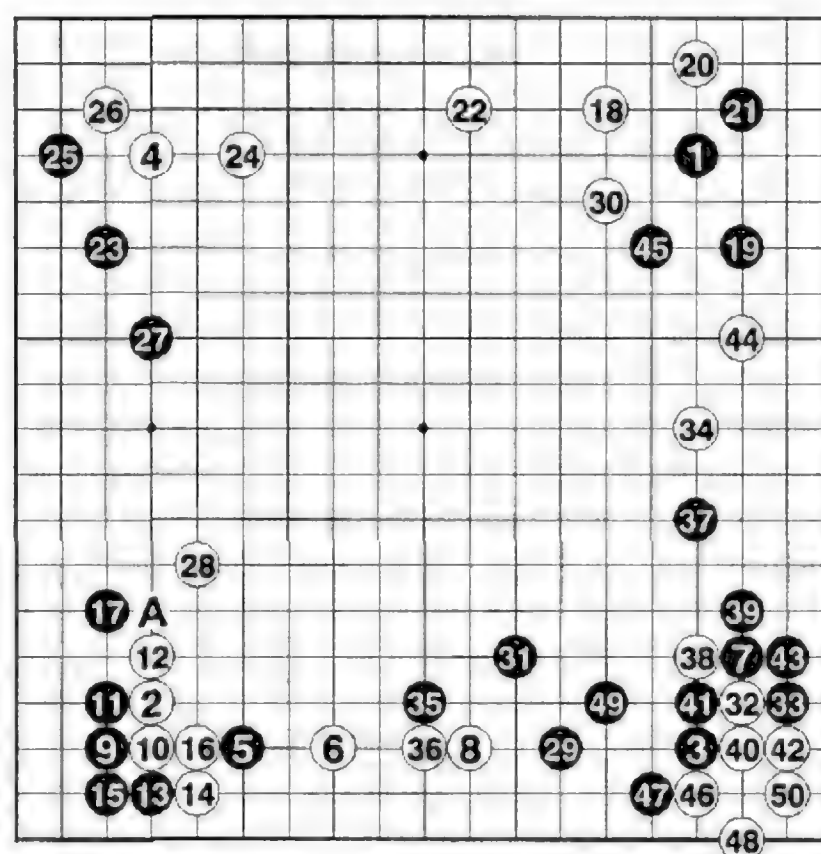


Figure 1 (1–50)

Figure 1 (1–50). *An even start*

White 28 is essential; omitting it, permitting Black to push up at A, would be unbearable.

Black 31. If at 34, White 31 would be a superb move.

Yi commented later that seeking life in the

corner with 46 to 50 was premature, but I think it's big.

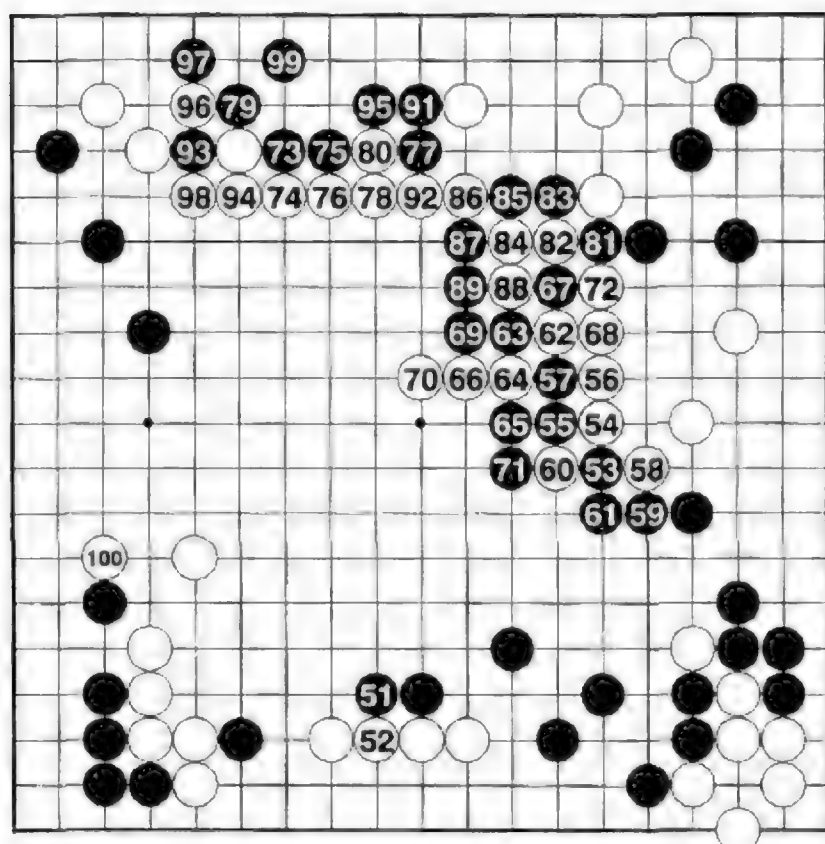
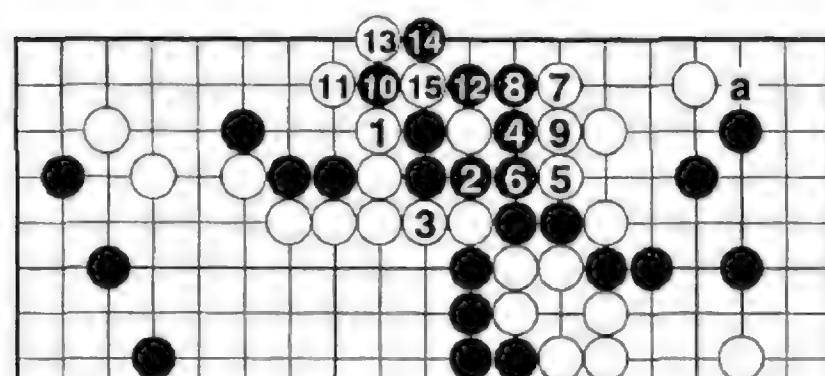


Figure 2 (51-100)
90: connects



Dia. 1: good for White

Figure 2 (51-100). Black's unreasonable play

The cut of White 64 is severe: coping with it is far from easy for Black.

Black fights hard with 67 and 69, but this feels a little unreasonable. After White 72, Black can't do anything with his three stones here, so he switches to the probe at 73.

White 86 is another severe move.

White 92. Pushing up at 1 in *Dia. 1* is the only move. Up to 15, a ko fight follows, but White has the excellent ko threat of 'a'.

When Black lives in stylish fashion with 99, he gets quite a reasonable result.

Figure 3 (101-151). A severe counterattack

Yi was aiming at the contact play of 4; the presence of this move is why he was satisfied with his result at the top.

Black 13 to 17 are well timed.

Playing 18 to 26 before going back to defend at 28 spoils the flow of White's game. White should have been more patient, playing immedi-

ately at 28 instead of 18; this would lead to a drawn-out game.

The cut of Black 29 is severe. Black's counterattack at 35 puts White on the spot. He rescues his centre group with 40 etc., but the bottom group can't be saved after Black 47.

White resigns after Black 151.

(Igo, May 2005)

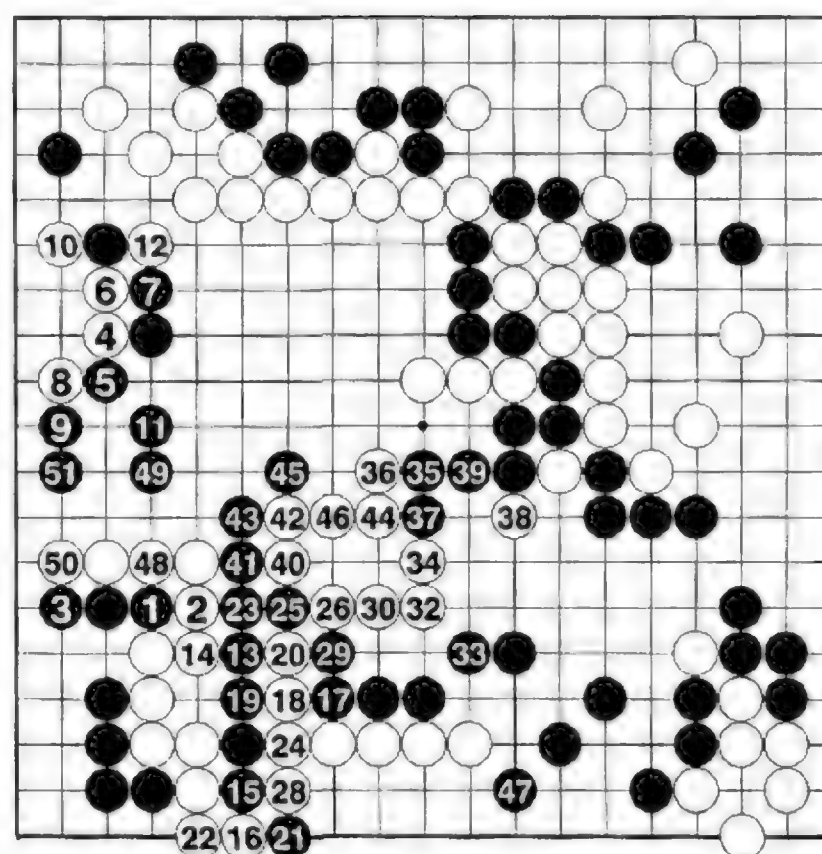


Figure 3 (101-151)

The 16th Kiseong Title Game Three

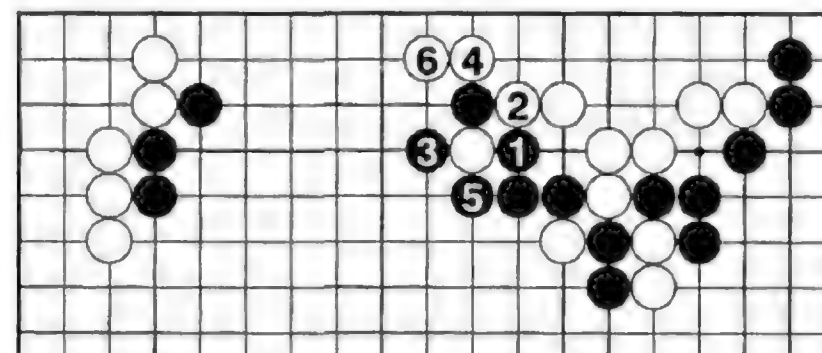
White: Ch'oe Ch'eol-han Kiseong

Black: Pak Yeong-hun 9-dan

Komi: 6½; time: 4 hours each

Played at the Hanguk Kiwon on 25 March 2005.

Commentary by Kim In 9-dan.



Dia. 1: not to Black's liking?

Figure 1 (1-50). An even start

Black 23. If Black connects at 28, White gets an efficient result with White 25.

White 24 is natural. Ch'oe commented that he expected 25 and thought he could handle the fight after 32.

Black 33. If at 1 in *Dia. 1*, the moves to 6 follow. Presumably Pak did not like this.

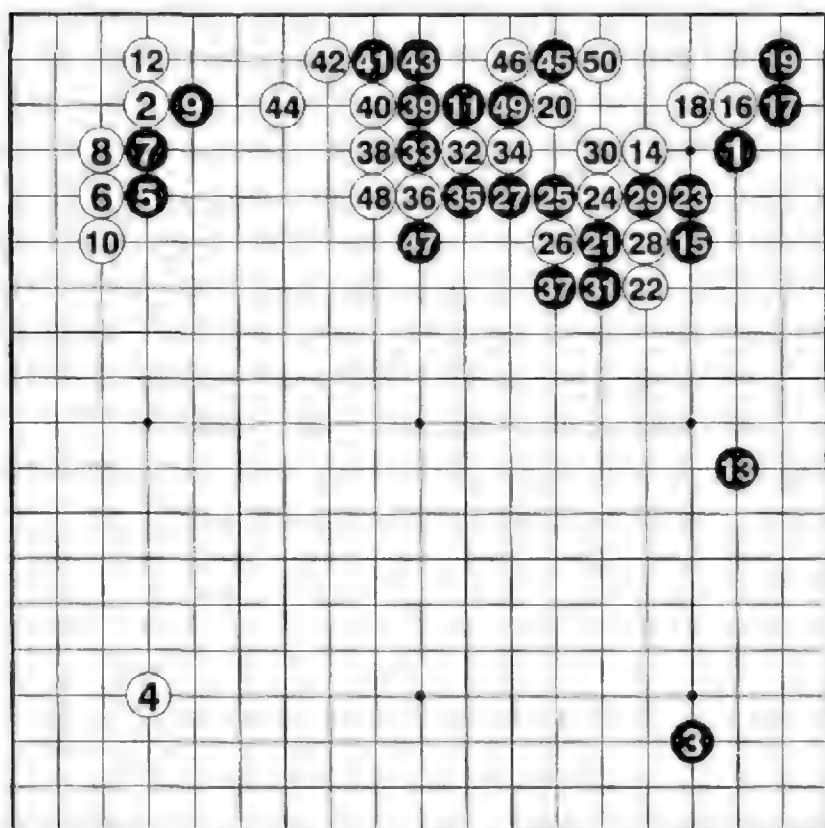


Figure 1 (1-50)

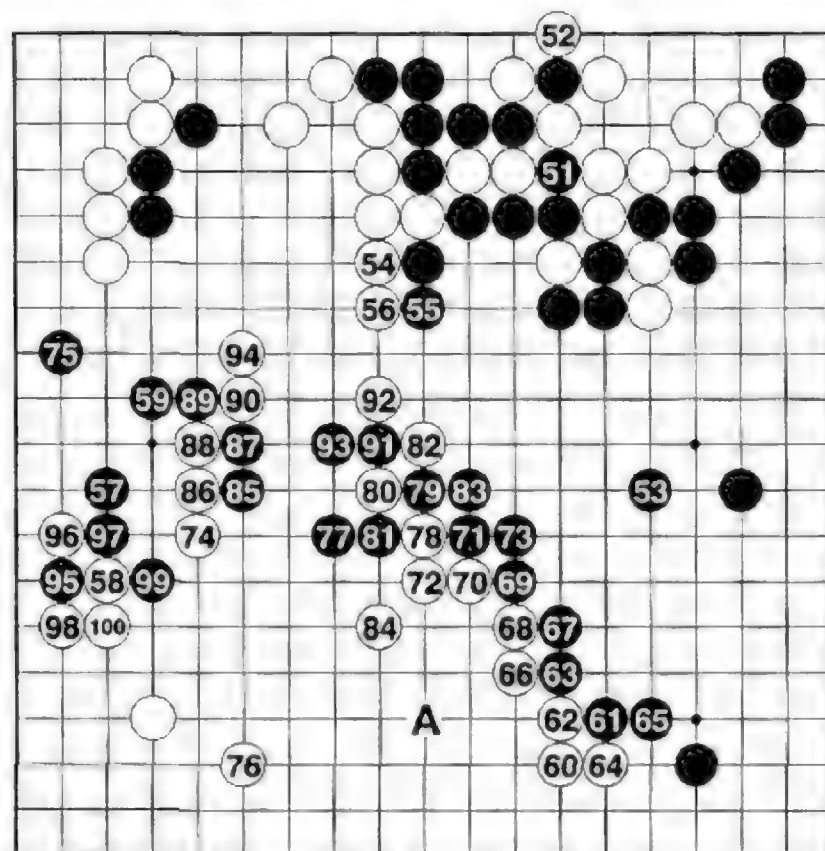


Figure 2 (51-100)

Figure 2 (51-100). Slack play by Pak

The fight comes to a pause with 56. Black has expanded his moyo on the right side, but White has lived with good aji in the top right corner and has also expanded his upper left territory. The position is equal.

Black 57. I'd prefer to expand the right-side moyo by playing at A.

Black 59 neither secures territory nor flees rapidly. It probably should be a one-space jump at 86.

Black 67 should, of course, be a two-step hane at 68. When Black plays this slack move, he may solidify his moyo up to 73, but White

gets an excellent position at the bottom and takes the lead.

Black 77 shows that Black feels he is behind. However, he doesn't get a good result when White forces with 82 and defends with 84.

The atari of White 92 is a mistake: White should simply extend at 94. The attachment of 95 works perfectly: Black pulls off an upset when he captures four white stones up to 5 in the next figure. This wouldn't have happened if White hadn't made the 92-93 exchange.

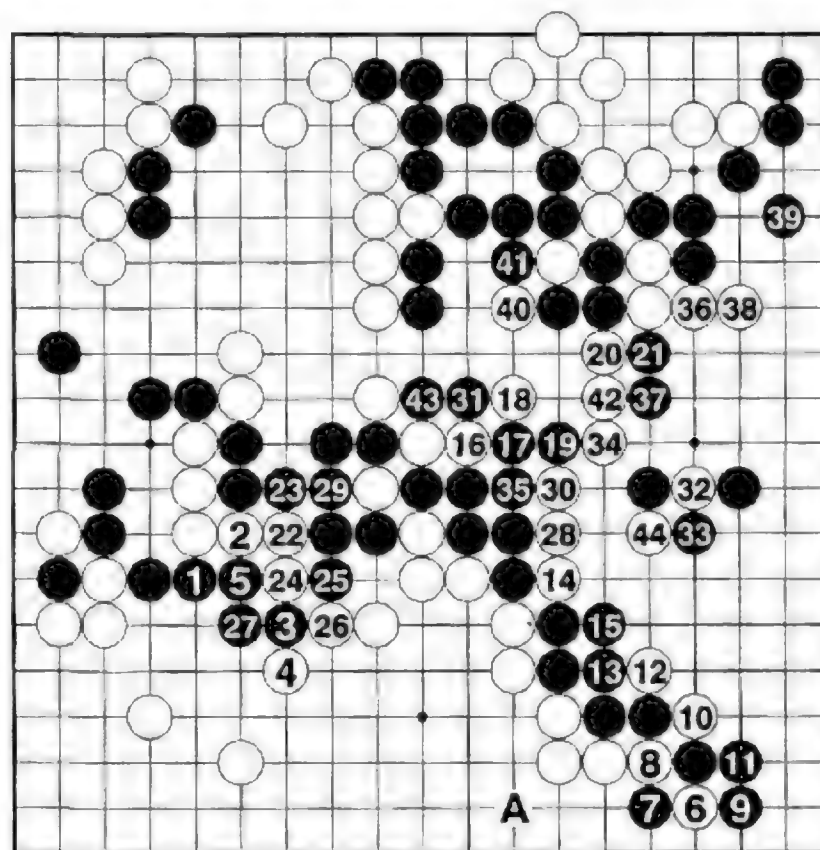


Figure 3 (101-144)

Figure 3 (101-144). A decisive tesuji

Black 7 is a little greedy and gives Black very bad aji on the right side; it should just be at 9. Pak commented after the game that he was aiming at laying waste to the bottom area, beginning with A, but . . .

Black 17. Black should think about defence, that is, play at 30.

White's forcing moves from 22 to 26 are well timed, and have a lot to do with the sequence played later.

White 32 is an exquisite move. Black has to throw in the towel after White 44.

Black resigns after White 144.

(Igo, June 2005. Translated by John Power.)

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<http://www.kiseido.com/printss/original.htm>

The 29th Meijin Title Match

Yoda Norimoto vs. Cho U

By taking the Meijin title, Cho U has established himself as the number one player in Japan. Along with his Oza title, he also holds the Honinbo title; he is the fifth and the youngest Meijin-Honinbo in modern go.

Actually, it was a tough match for Cho. He lost the second and third games, and it seemed that he was on the road to losing the fourth until he came up with the game-saving move. From then on he was unstoppable.

Game One

White: Cho U Honinbo

Black: Norimoto Yoda Meijin

Time: 8 hours each; komi: 6½ points

Played on September 9 and 10, 2004.

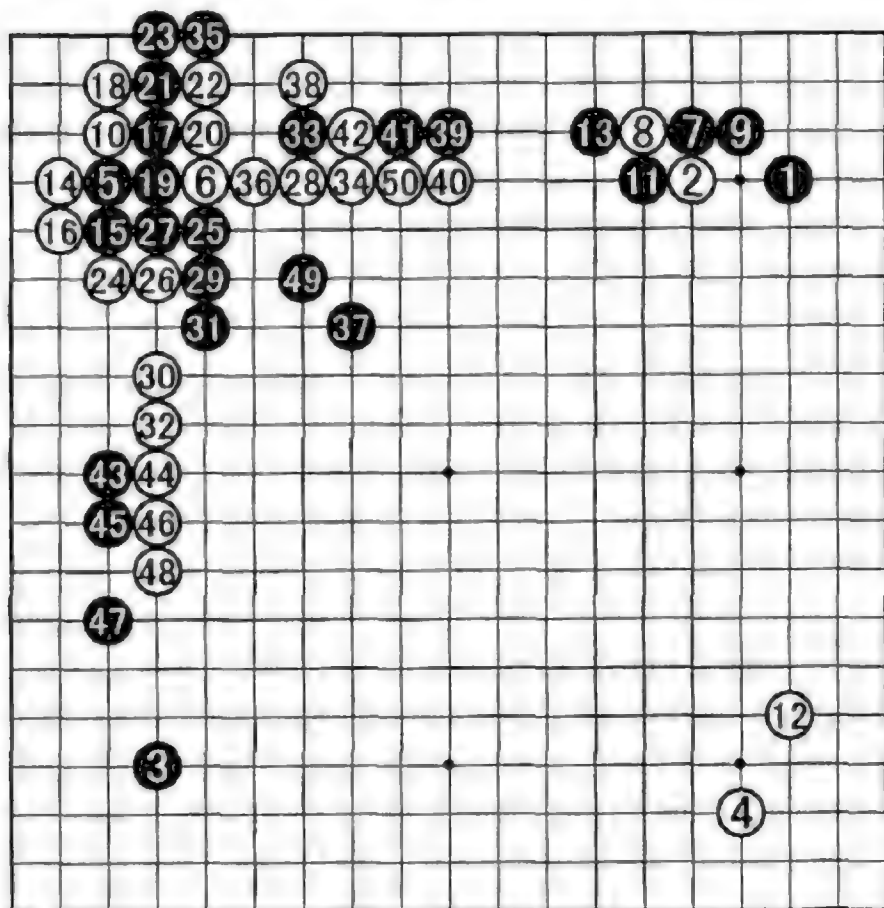


Figure 1 (1-50)

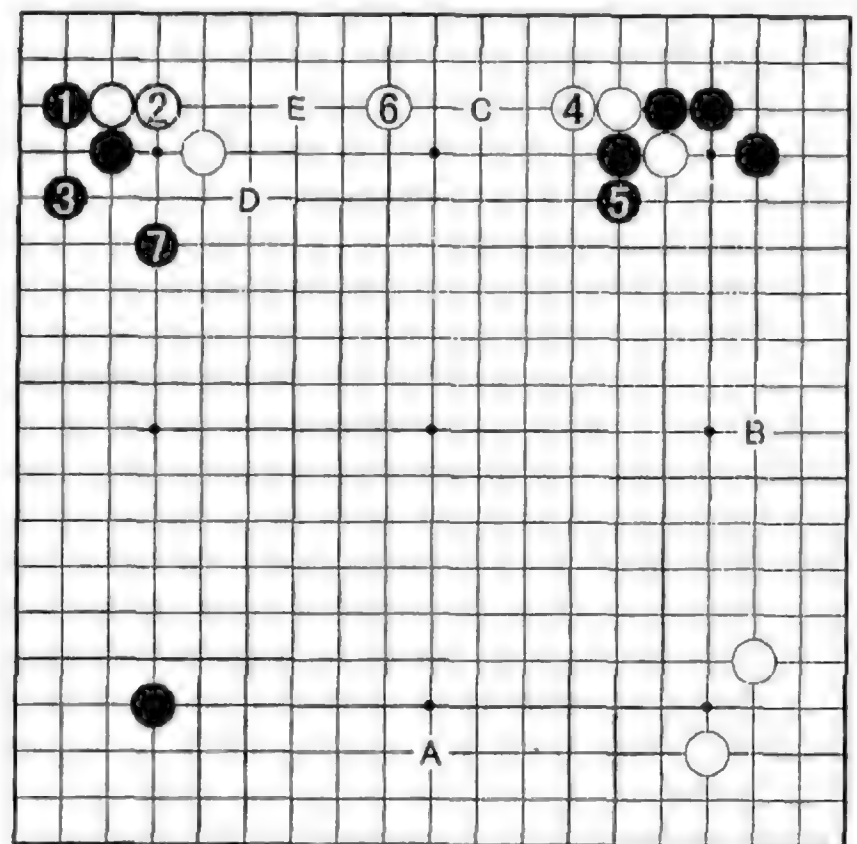
Figure 1 (1-50). *White progresses smoothly.*

When playing with White, Cho likes to make an approach move immediately, probably to upset any plans Black has in mind. Cho took five minutes to decide on White 2, but Yoda took 23 minutes to play Black 3. This is a composed way of responding to Cho's provocative way of playing.

With 13, Black builds a tight position in the upper right, challenging White to do his worst in the upper left. However, this negotiation involved a miscalculation on Yoda's part.

Yoda: 'Black's stones overlap. This is terrible!'

With the sequence to 32, Black's stones are without shape, making his position difficult.



Dia. 1

Instead of 13 in the game, Black 1 in *Dia. 1* is better. The moves 2 and 3 follow naturally. White can now extend to 6 or one space to the left or first exchange 4 for 5. Even if Black just defends with 7, he gets a good position. A and B are miai, while White's position at the top can still be attacked with C. Black can also exchange D for E, building thickness on the left side.

Backed up by his thickness in the upper right, Black starts attacking with 33, but without any gain. On the other hand, in response to Black 43, Cho starts building strength with White 44 to 48. White is doing well.

Figure 2 (51-100). *Yoda's persistence*

The challenge White poses with 52 and 54 is severe. Both Black and White break through the enemy lines with the sequence through 60. However, White gets the better part of the deal. From here Yoda shows his persistence. First, he resists at the bottom with 65 and 67. Then, in response to 78, he defends at 79 instead of A. This strong move attacks White's base. Black then goes on to occupy the last large point with 97 to catch up. White initiates a furious counterattack at the top with 100.

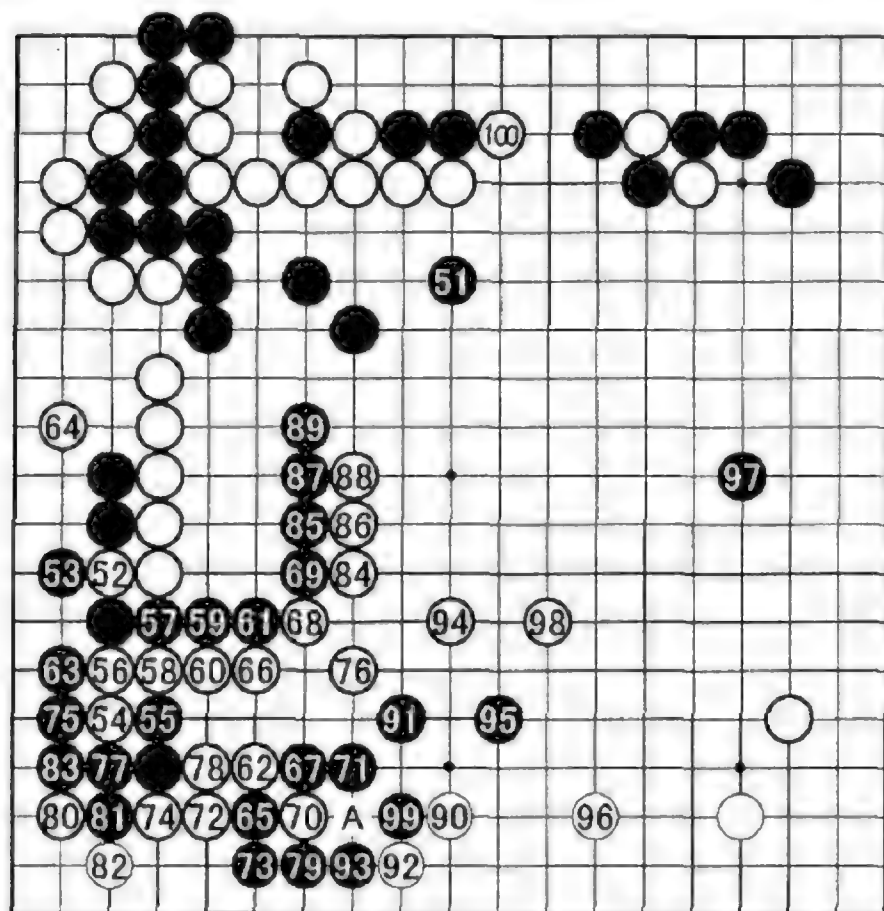


Figure 2 (51-100)

Figure 3 (101-151). White's overplay

Black fights back through 7. While keeping up the attack against White's group at the top, Black rounds out a huge territory on the right. Still, the game is close. However, with 40, White overstretches himself. He has no good response when Black cuts with 41 and 43.

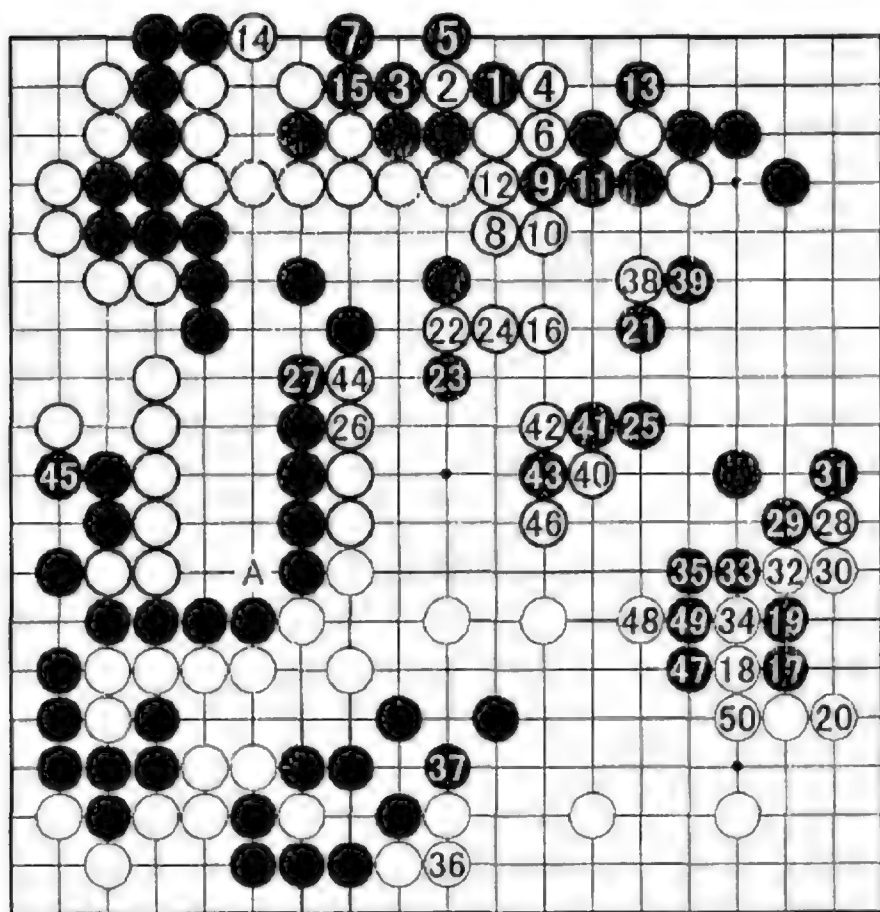
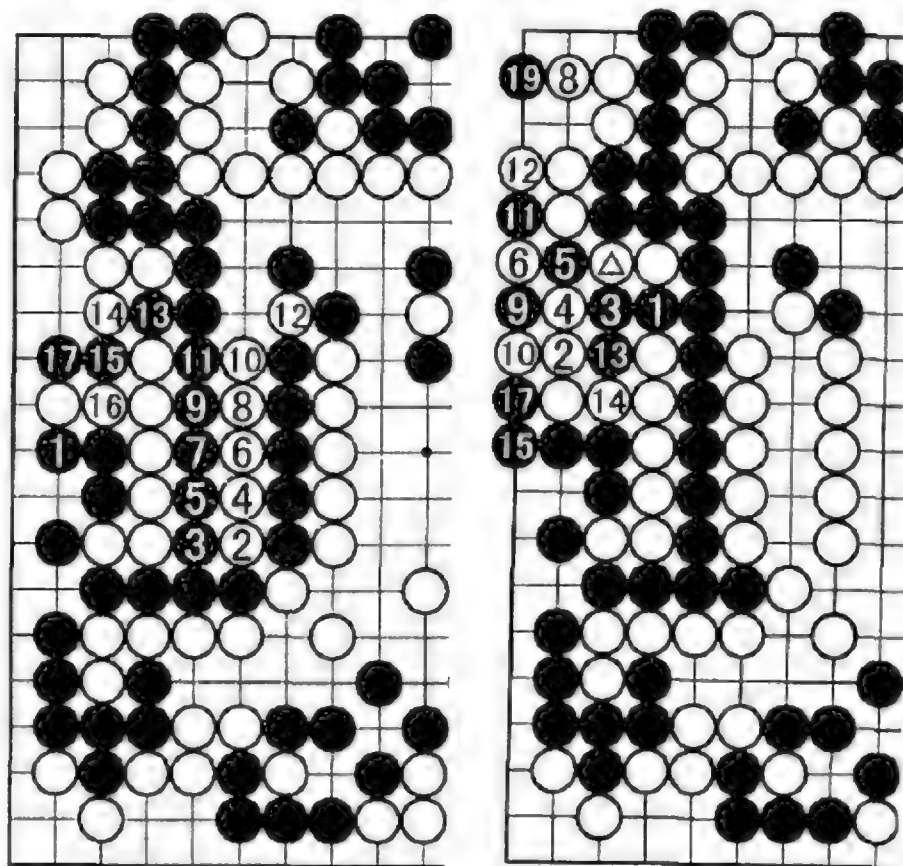


Figure 3 (101-151)

White 44 is a clever move that threatens to cut at A, while cutting off the stone at 23. Black 45 is a good answer that covers the cut indirectly.

After Black 1 in *Dia. 2*, if White goes on and cuts with 2, he can capture five stones with the sequence through 12. However, Black will retaliate with 13 through 17 and White collapses.

Instead of 14 in *Dia. 2*, White can defend against Black 1 with 2 in *Dia. 3*. This is the most tesuji-like answer. However, Black makes clever throw-ins with 9 and 11. If White keeps resisting and connects with 14, 16 and 18, Black 19 unconditionally kills all the white stones on the left side.



Dia. 2

Dia. 3

7: at the marked stone;
16: at 11; 18: at 9

In retrospect, White 40 was the losing move. Had he simply jumped into the center at 43, White would have taken the lead, albeit a narrow one.

In response to 47, White is forced to make do with 48 before defending at 50.

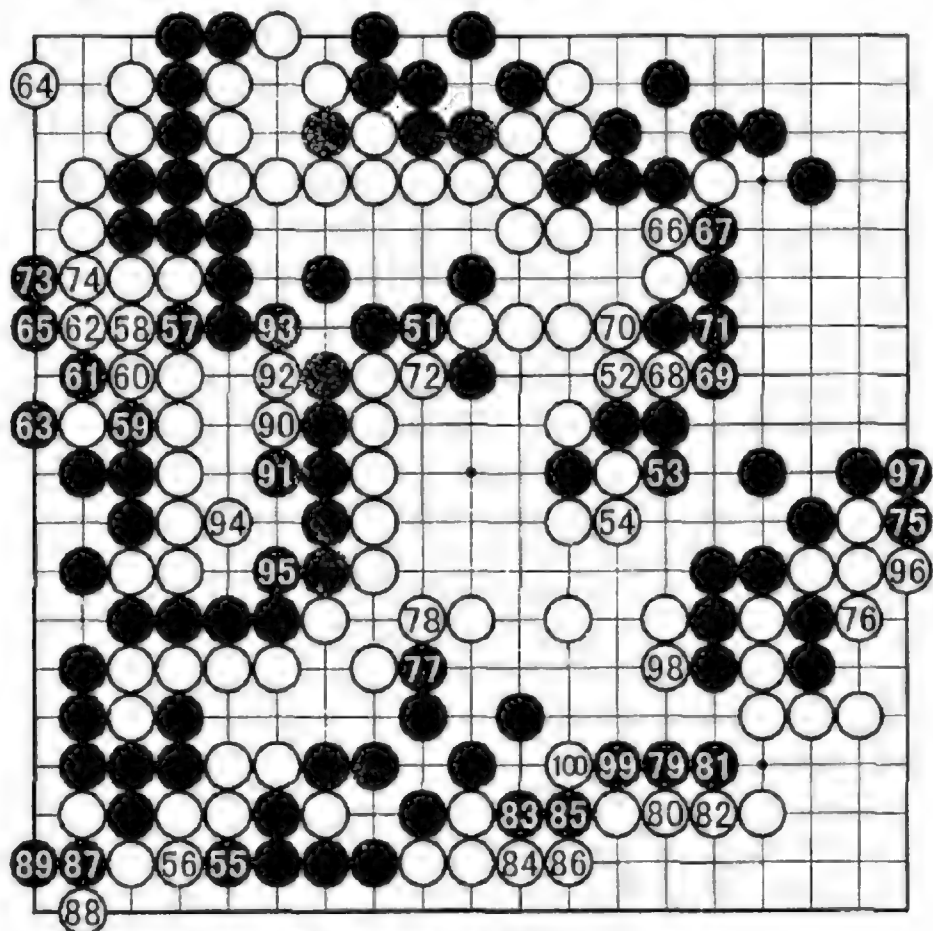


Figure 4 (151-200)

Figure 4 (151-200). Extreme caution by Yoda

Black 59, 61, and 63 keep the threat in *Dias. 2* and 3 alive, but Black still can't cut at 95. Black 63

defends once again against the cut at 95, while making points with each move, and White 64 makes the corner alive. At this point, Black is leading by a safe margin. If Black had been behind, he could have stirred up trouble by playing at 80 instead of 79. However, Yoda is determined to simplify the game and closely guard his narrowing lead.

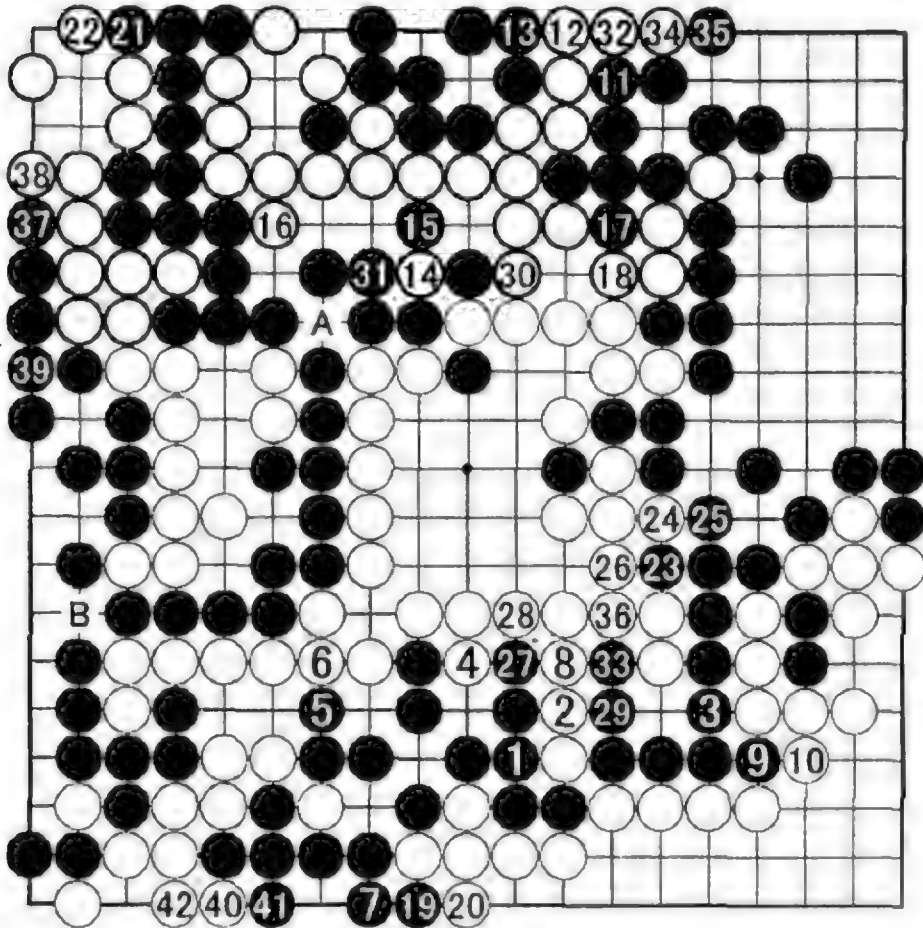


Figure 5 (201-242)

Figure 5 (201-242). A half-point victory

The moves in this figure are straightforward endgame. Instead of 8, White can also defend at 27, which is slightly inferior, or play at 16, which is worth three points (after White 16, he has to defend at A and B), but the result would be the same. Yoda hangs on to his narrow lead and clinches the game.

Black wins by half a point.

(Monthly Go World, November 2004.)

Game Two

White: Yoda Norimoto Meijin

Black: Cho U Honinbo

Time: 8 hours each; komi; 6½ points

Played on September 22 and 23, 2004

Commentary is based on a discussion by host Hideki Komatsu with guests Masaki Takemiya, 9-dan and former Honinbo, and So Yokoku 7-dan, a participant in the Honinbo league and a long-standing study comrade of Cho U. The discussion was written down by Matsuura Takahito and reworked by Rob van Zeijst.

Komatsu: Again this month we have some eminent guests. I don't think the editors of this maga-

zine trust me to do the commentary by myself. (laughter)

Takemiya: Hello. There are so many things I don't understand about this game, especially how to play with Black. (laughter)

So: Hello. Can I sit here?

Komatsu: Sure, go ahead. Okay, let's have So play through the game for us.

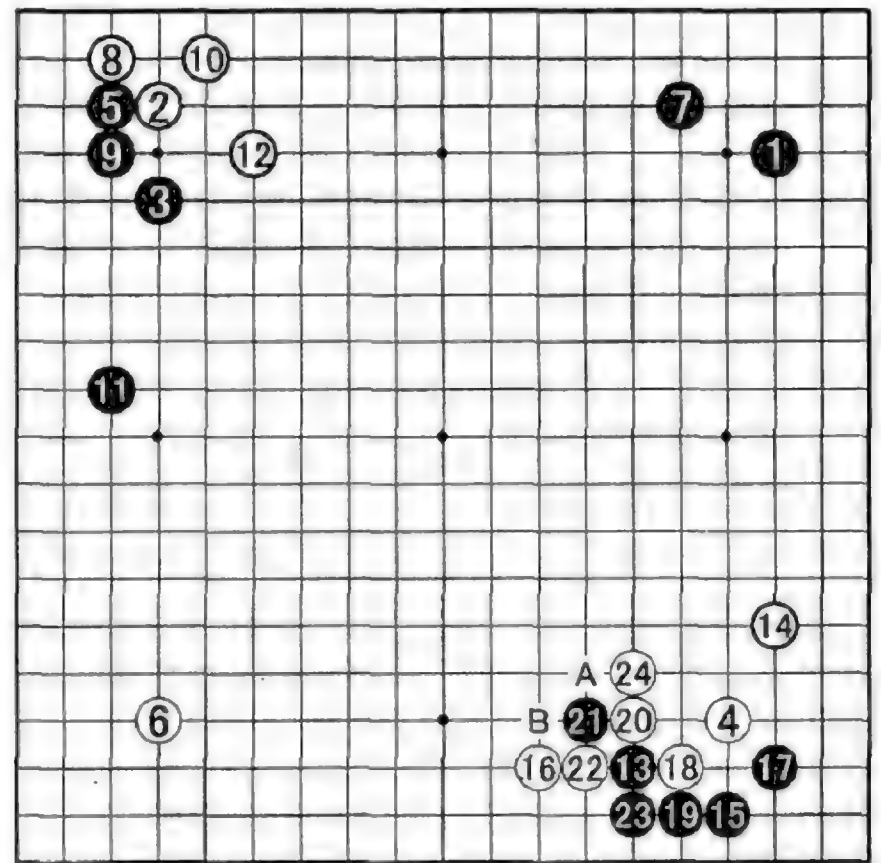


Figure 1 (1-24)

Figure 1 (1-24). That komoku again?

Takemiya: White played that 3-4 point with 2 again.

Komatsu: I was at the venue to do the newspaper commentary and my first surprise was White 2. I was sure he wasn't going to play there.

Matsuura: Yoda's winning percentage is low for this move?

Komatsu: In the 2nd and 6th games of the Honinbo match, Cho employed this strategy of immediately approaching with Black 3 and won, so there is no reason for him not to play this move.

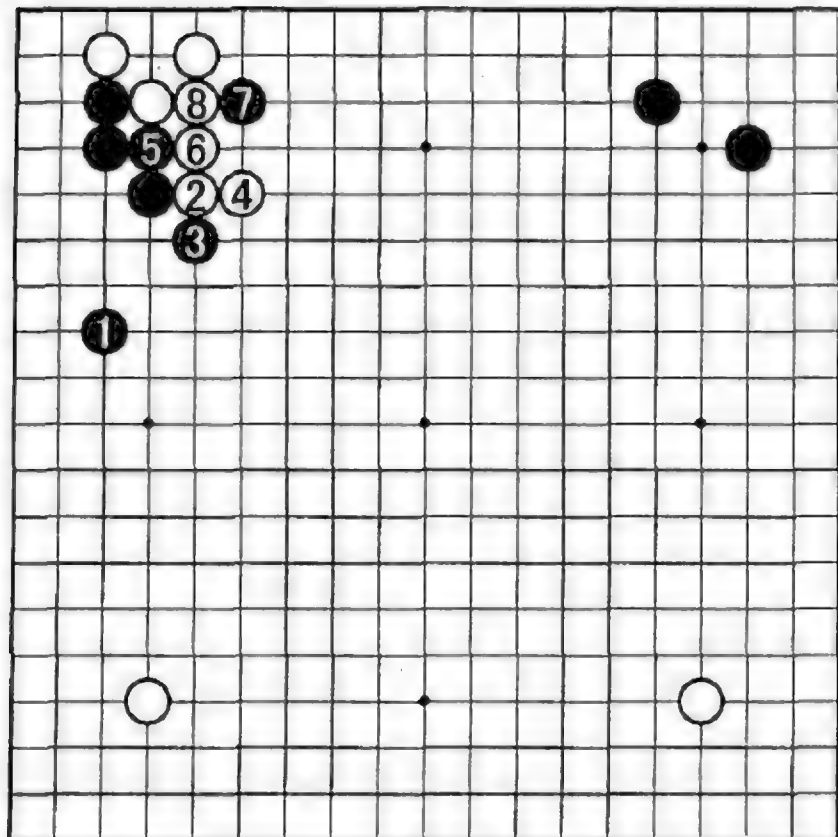
So: The moves through 10 are an exact copy of the 6th game of the Honinbo match. With 11, Black deviates.

T: In the Honinbo match, didn't the game continue with 1 through 8 in *Dia. 1*? Cho was probably unhappy with the position of Black 1.

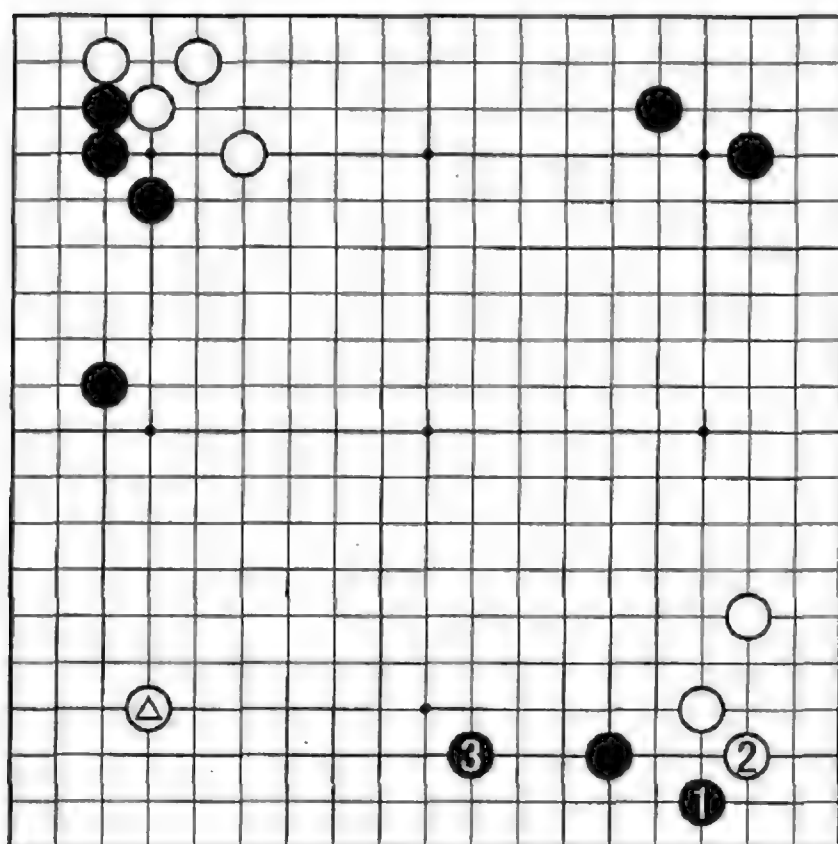
K: He played 13 quite quickly! Of course, he could also play at 14, but I guess he had already made up his mind.

T: Instead of 16, playing as in *Dia. 2* doesn't feel right, because the marked white stone feels lonely.

K: The moves through 24 set up a position that's a favorite of Yoda's.



Dia. 1



Dia. 2

So: I can't remember many games that I played the exchange in the lower right with White, because the ladder starting with A is bad.

K: After he's played at A, Yoda's favorite move is capturing with B, even on the next move — he wins a lot of those games!

T: If spending an extra move capturing with B gets such an incredible winning percentage, Yoda was probably thinking that playing at 24 wouldn't yield a bad result either. (laughter)

Figure 2 (25–48). *Too much thickness!*

K: What about the exchange in the lower left?

S: I would want to extend on the right to 41 instead of approaching with 25.

T: I can't approve of the result up to 31. His po-

sition is low and I don't like the fact that all of his groups are divided.

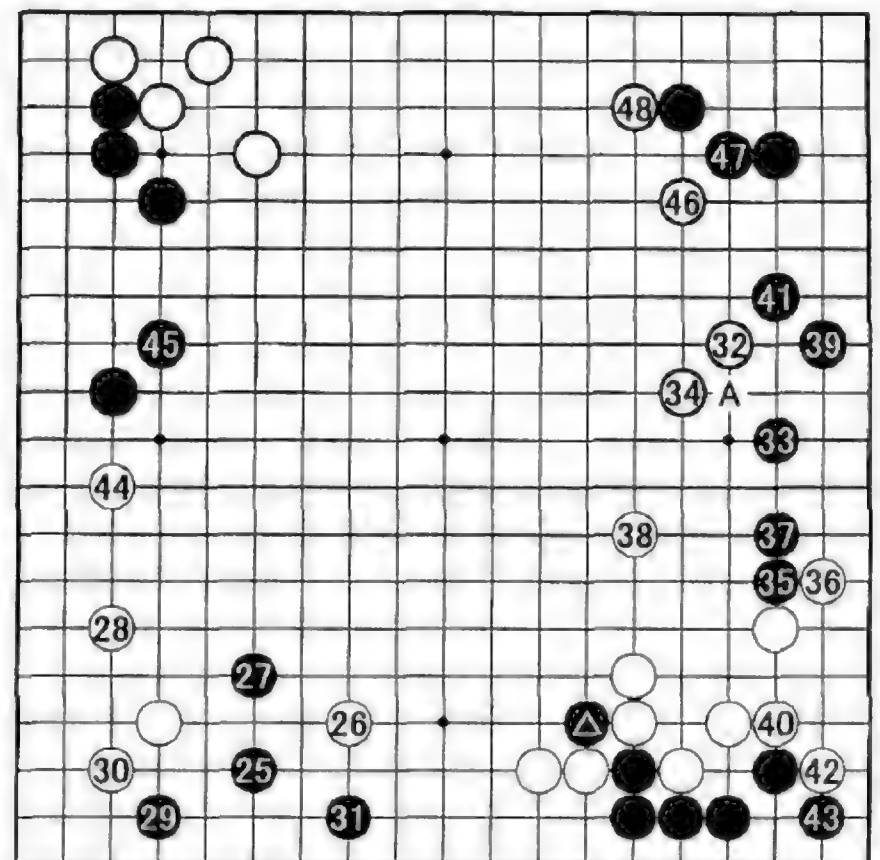
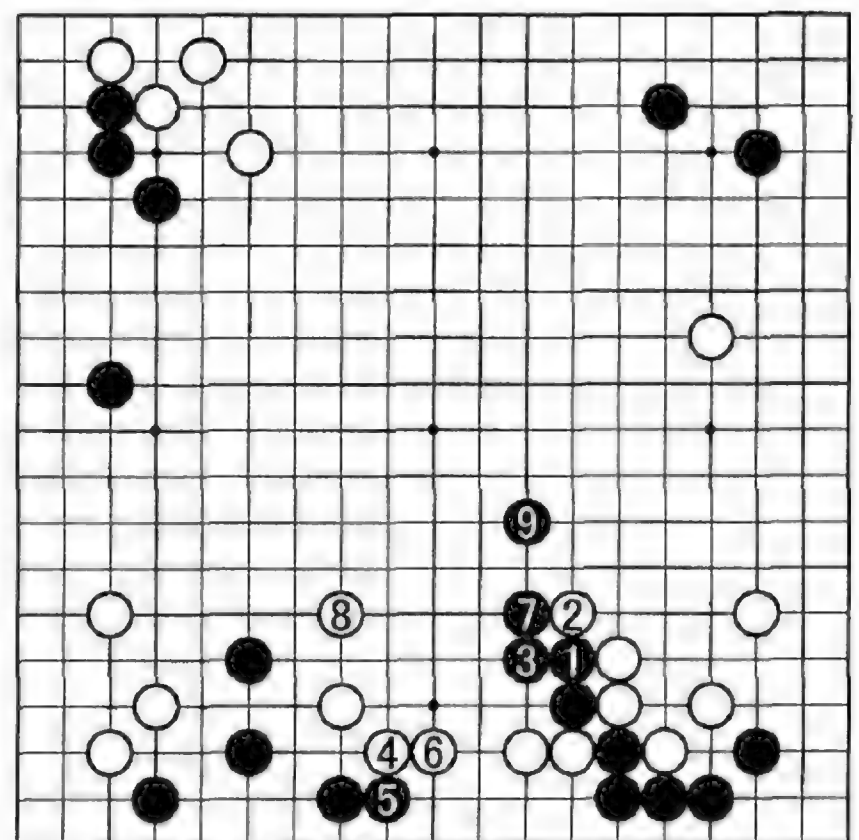


Figure 2 (25–48)

S: Cho likes it when his groups are divided (laughter) — he's good in that kind of position.

M: White 32 is really a huge extension.

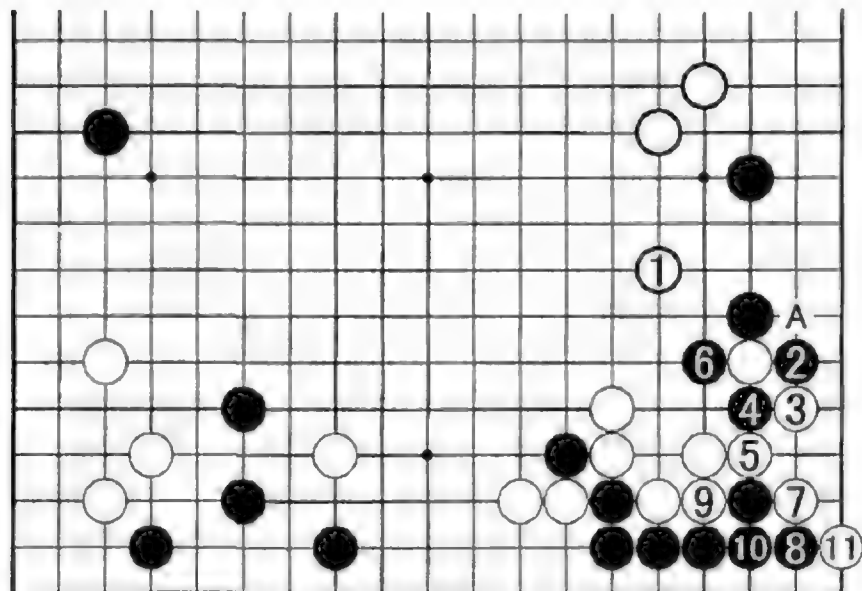


Dia. 3

K: If he holds back one line by playing at A, 41 is just right for Black. He probably didn't like that. What's more noteworthy is Black's invasion at 33. The only move that would occur to me is Black 1 in *Dia. 3*. The result up to 9 is not necessarily good, but coming through the center like this is somehow appealing.

T: In the game, 34 is an obvious choice for White. If White can somehow stop Black from moving out into the center, for example, with 38, the game should be playable for him.

K: Right! Otake Hideo, who was doing the commentary during the game, made an incisive comment about this position. Instead of 36, White should block the road to the center with 1 in *Dia. 4*. The moves through 6 are the natural continuation, but now White 7 through 11 kill the black group in the corner.



Dia. 4

T: I see. If Black can't play 2 through 6, there is no point in White trying to prevent this — 36 in the game is unnecessary.

S: The exchange of 36 for 37 makes White a little thinner in the center, too. I fully agree with White 1 in *Dia. 4*.

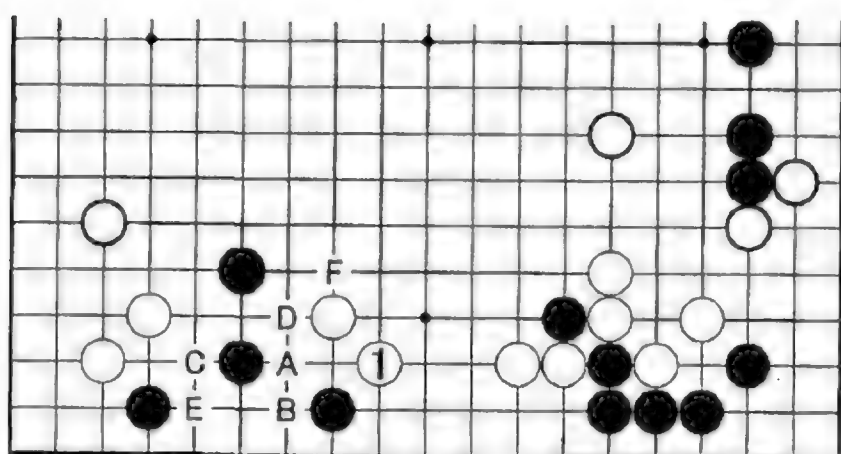
K: Yet again a surprising move appears. This is a real heart-stopper!

T: What move is that? White 40? He probably was worried about Black escaping with the marked stone, but even so . . . (laughter).

M: Even you, Mr. Takemiya, who is so fond of thickness, have doubts about this move?

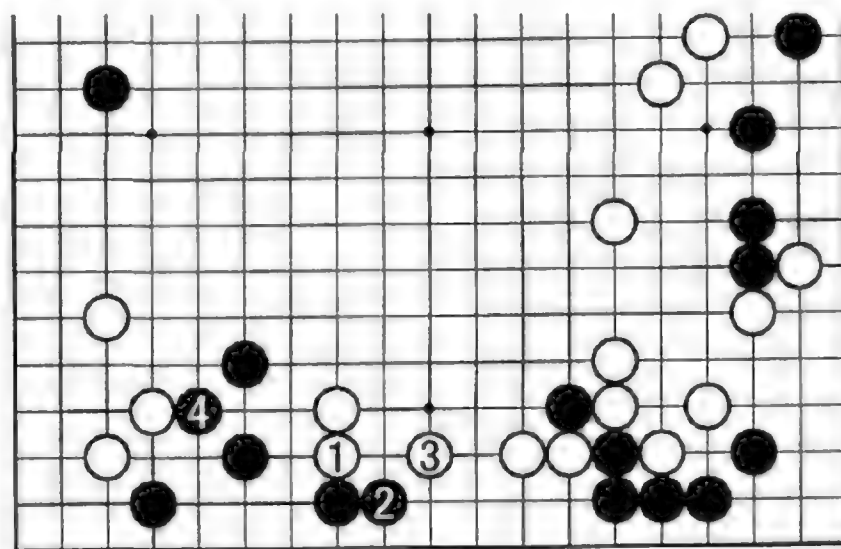
S: Well, for Black there is really no good move in the lower right corner, so . . .

T: How about White 1 in *Dia. 5*? I see. It seems as if this move has no impact on Black's position even if he plays elsewhere. If White attacks with A, Black can resist with B—White C—Black D—White E—Black F.



Dia. 5

K: What about playing 1 in *Dia. 6*. Or doesn't that work very well either?



Dia. 6

S: In response to 2, White 3 makes a steady position. But with 4, Black also makes a decent shape.

T: Well, in both *Dias. 5* and *6* something is wanting, but White 40 in the game doesn't seem to be correct either. The conclusion is that 40 is too thick.

K: I never ever would have expected to hear Takemiya say such a thing. (Laughter)

M: Anyway, what's the overall position like now?

T: That will soon become clear. Perhaps both Komatsu and So will have the same opinion.

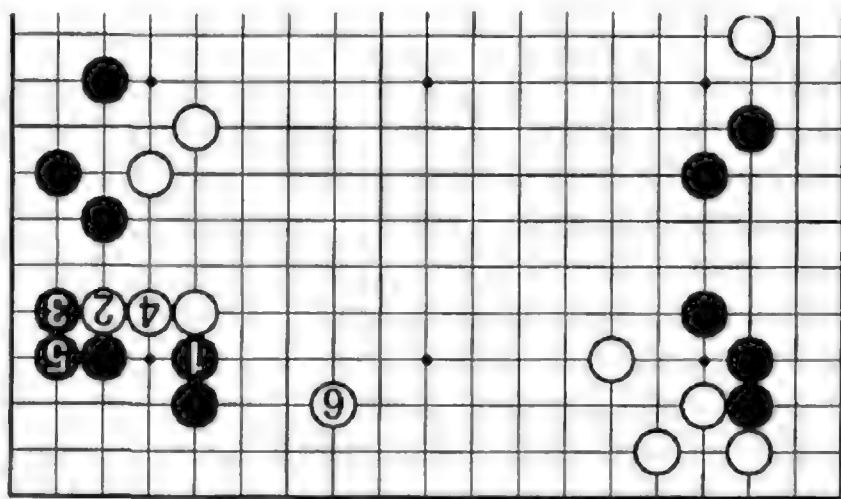
K: We can't really pass by 47 without any comments. There must be plenty of readers who think 'what kind of move is that?'

S: Cho said it gave him an extra profit of two points.

T: Wow, he's calmness incarnate!

K: The only move I know is Black 1 in *Dia. 7*. In the pressroom, the players following the game had expected the moves through 6. Indeed, Black's position is flattened and he loses two points of territory.

T: But, compared to *Dia. 7*, Black has fewer chances of infiltrating the center. White's attachment at 48 is only natural.



Dia. 7

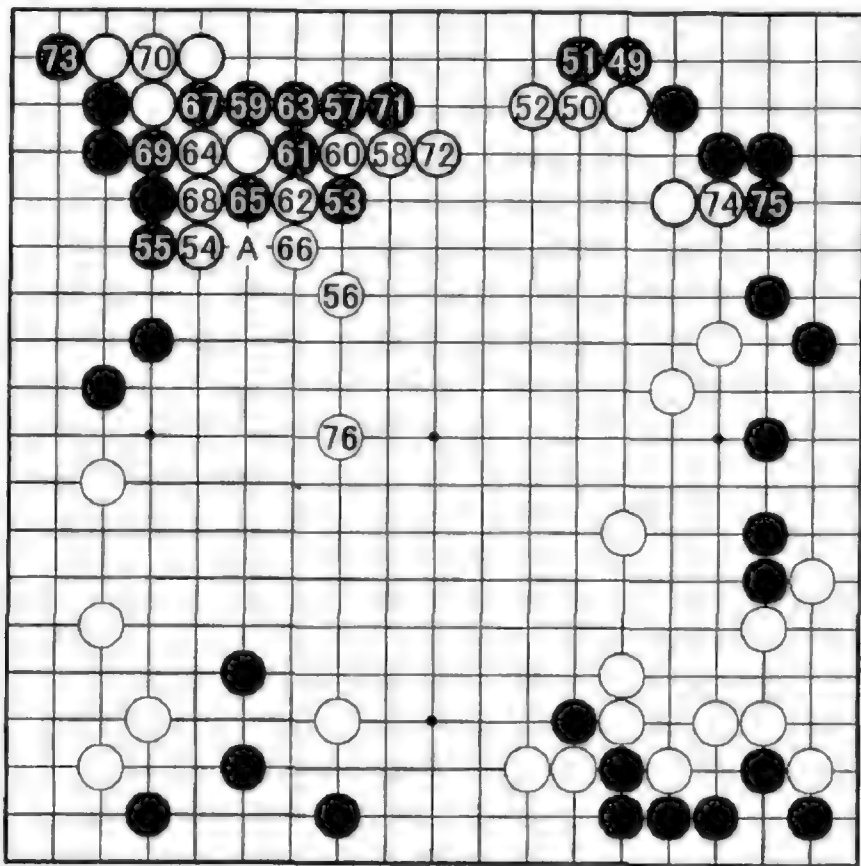
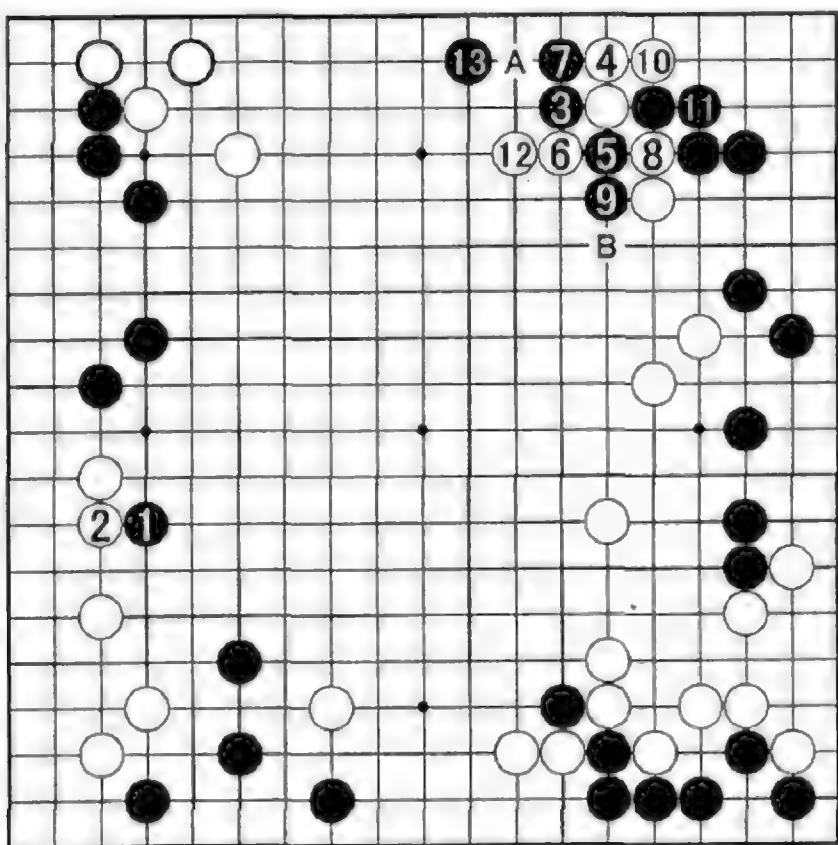


Figure 3 (49-76)

Figure 3 (49-76). A fearless strategy?

T: That feels good for White, doesn't it? Probably nobody would want to be playing Black in this position, no matter how much they like territory.

K: My feeling exactly. That's why in the pressroom, the players present were looking for an alternative to 49. They came up with something, but was it any good? Kato Masao 9-dan suggested *Dia. 8*.



Dia. 8

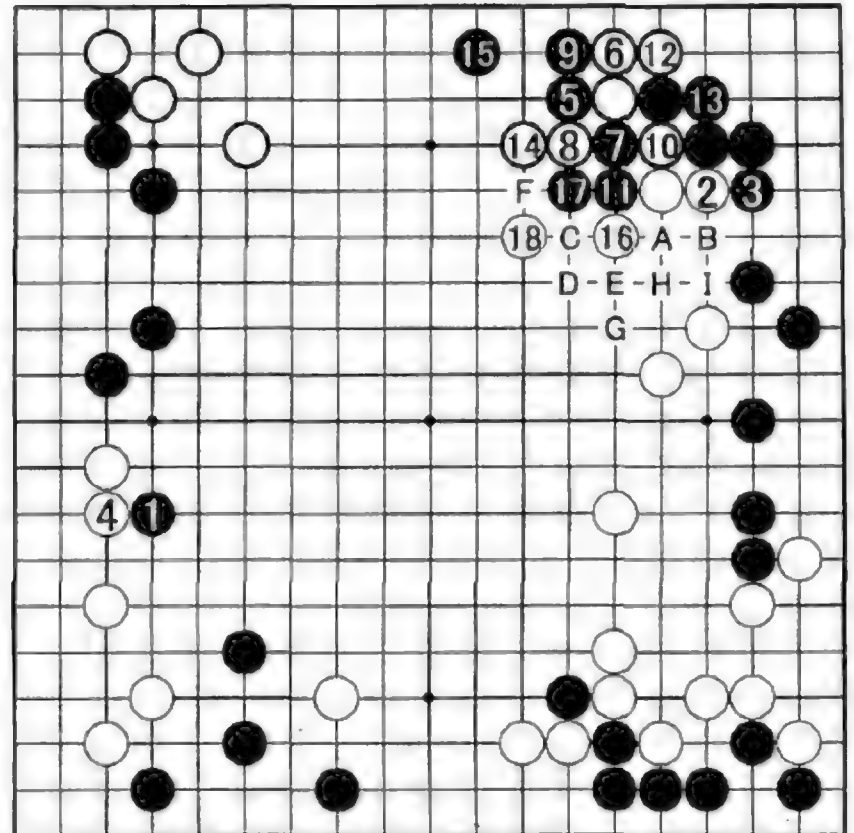
S: Black 1 breaks the ladder, right? If White answers with 2, Black plans to follow up with the clamp at 3. I see.

T: Hang on, what do you mean? White has no choice but to descend to 4, and Black 5 is a must. I see, I see. White 12 makes miai of capturing with A and setting up a the ladder with B.

K: Isn't that something! How destructive!

M: Yes, that was quite a find (by Kato).

K: However, when this diagram was suggested to Yoda after the game, he rejected it after only a moment's thought, because as soon as Black plays 1 in *Dia. 9*, White probes with 2.



Dia. 9

T: A probe? Black has no choice but to answer with 3.

S: Oh! White now sets up a geta.

K: Right! The moves Black 5 through 15 in *Dia. 9* are the same as in *Dia. 8*, but White 16 and 18 set up a great geta. As Takemiya mentioned before, pushing through at 4 instead of defending at 3 is not an option for Black. Black 1 is no more than an illusion.

M: I understand why everybody favors White. But, what, in fact, is the actual difference?

(Van Zeijst: For clarification, after white 18 in *Dia. 9*, if Black A, White B-Black C-White D-Black E-White F-Black connects at 16-White G-Black H-White I, and it is all over for Black.)

T: I can't express it numerically, but it is sufficient that I don't know where Black should play next. Of course, there is a difference in style, but...

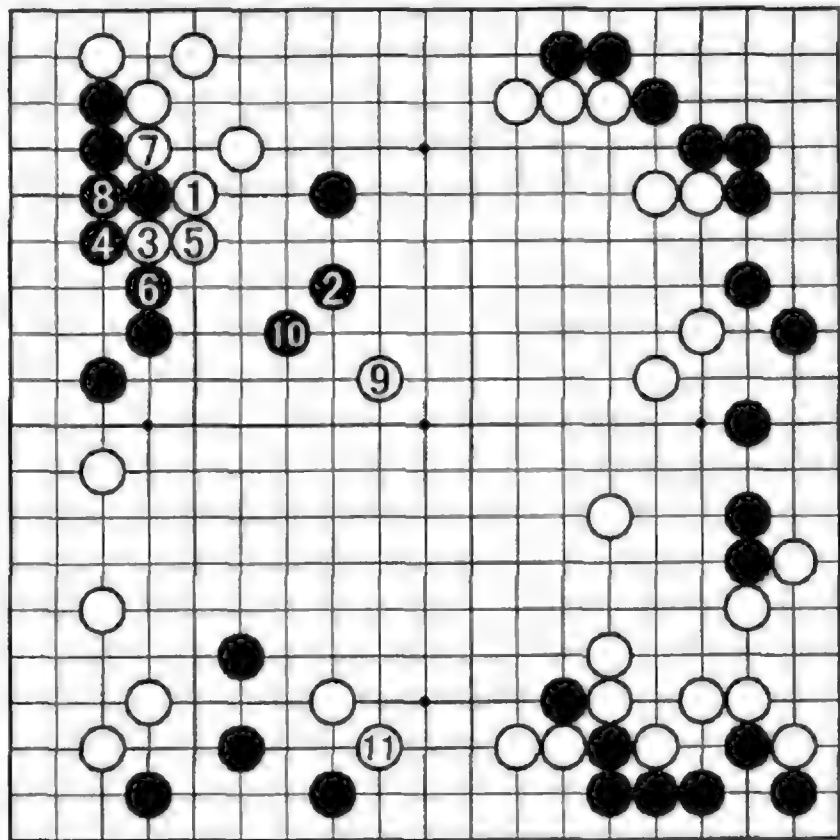
S: That sacrifice in the upper left was quite bold, wasn't it?

K: But before that, Black 53. Takemiya would never come up with a move like that, would you? (laughter)

T: Indeed. Because anyone can see that White will split with 54. Shouldn't Black have played at A instead of 53?

K: As an alternative to 54, I discovered something else.

S: Is the diagonal attachment of White 1 in *Dia. 10* more severe?



Dia. 10

K: Yes. In response to 1, Black will probably play 2, which means White can play the sequence through 8 (be careful about the order of moves) and punch with 9. White can then make territory all over the place.

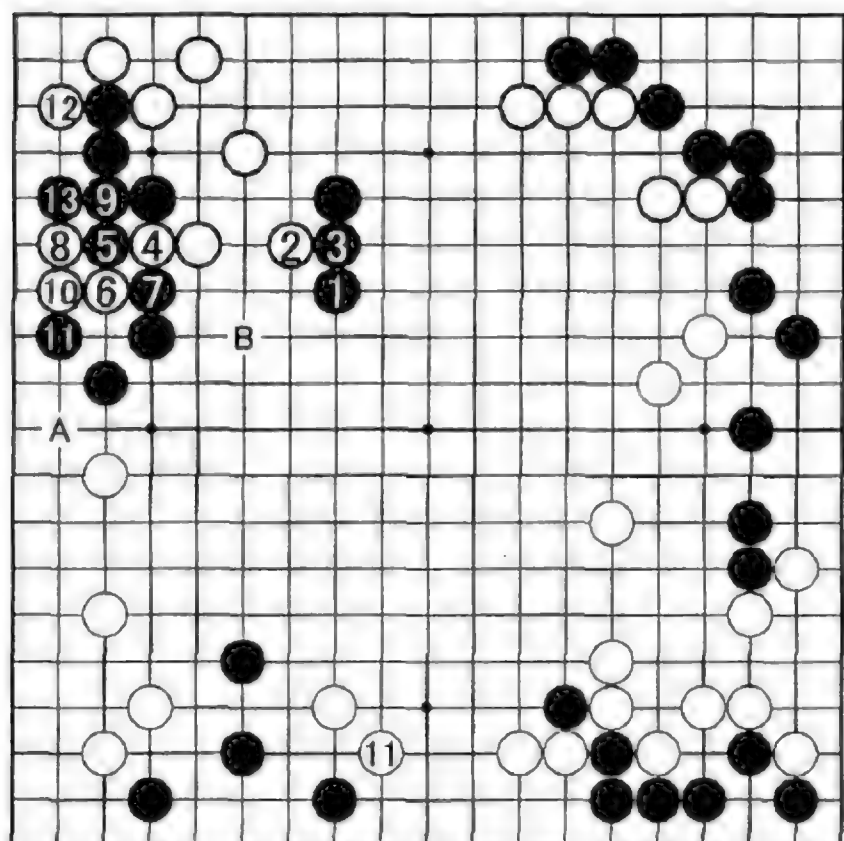
M: Black also gets quite a bit of territory.

S: Black's territories are all fairly small. Most are on the third line and on the lower edge Black's stones are on the second line, so . . .

T: In response to 9, Black has little choice but to run away with 10. At that point, should White play around 11?

K: White is obviously leading.

M: Can't Black play 55 at 56?



Dia. 11

T: After White 2 and 4 in *Dia. 11*, Black is in trouble.

S: Sure, Black can capture three stones up to 13, but White can later play A to take away Black's eyes.

(VZ: Of course, White can play at B and split Black's stones first.)

K: Resisting with Black 59 in response to White's peep at 58 leads to a bold strategy. The sequence through 73 is a one-way street. None of the players following the game in the press room approved of this way of playing.

T: When White stakes out a moyo with 76, he has a good position. White's lead has not changed one bit.

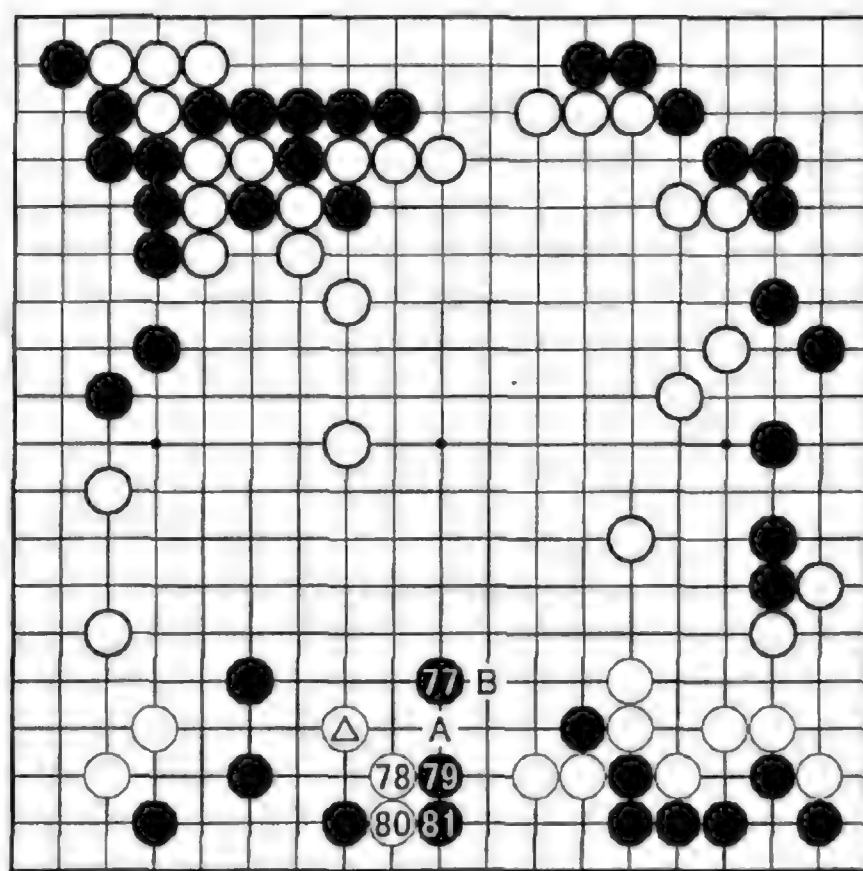


Figure 4 (77-81)

Figure 4 (77-81). The move of a genius

M: What kind of move is Black 77? This move is too cautious to make an impact in reducing White's territory. Moreover, it lacks force if he is trying to attack the marked stone.

S: No, in fact, it's a really good move. More than just good, it's the vital point.

T: But it has a really bad feel to it. It's not exactly my cup of tea.

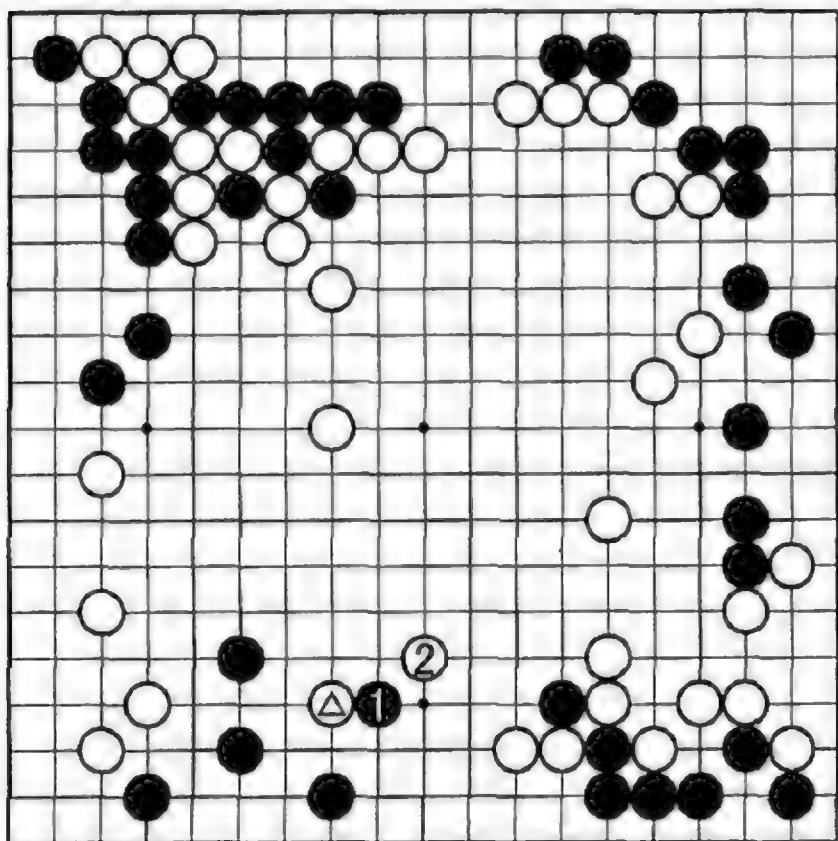
K: Come on, this is after all Cho's style. (laughter) I was really impressed by it. It can safely be said this move is one reason for Black's victory.

M: Please, quickly explain the mechanism behind it.

K: How can I begin to explain?

S: Let's start with *Dia. 12*. If Black wants to attack the marked stone, attaching at 1 is most severe. However, White won't reply directly — he will skip lightly

to 2 to surround the center. If all this moyo turns into territory, there is no way Black can catch up.

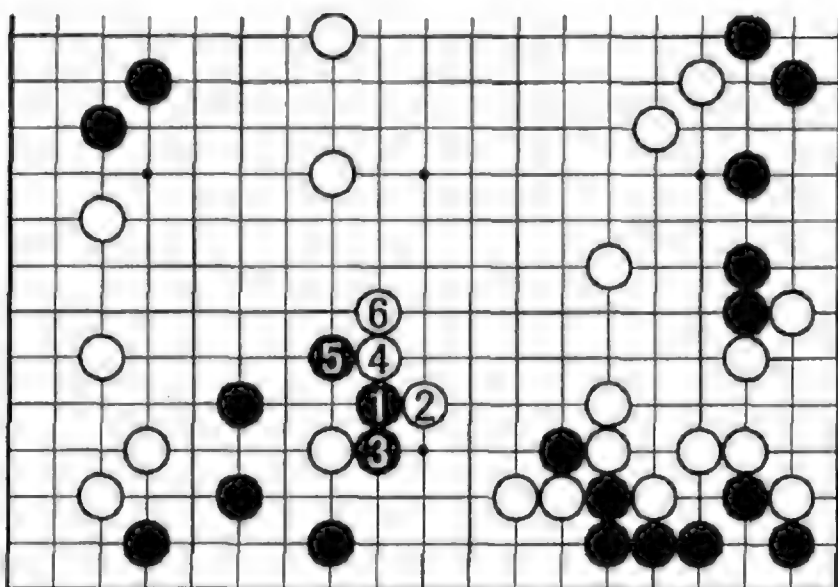


Dia. 12

T: I see. If Black plays 1 in *Dia. 13*, it is also enough for White to respond with 2 through 6.

S: Do you notice a pattern here?

M: Black 77 is at the point where White played in both *Dias. 12* and *13*.



Dia. 13

K: That's right! Now you can clearly see why this is the vital point.

T: Instead of 77, if Black plays one line lower at A, then White will reply with B. Wow, that's really a well-contrived move. (laughter)

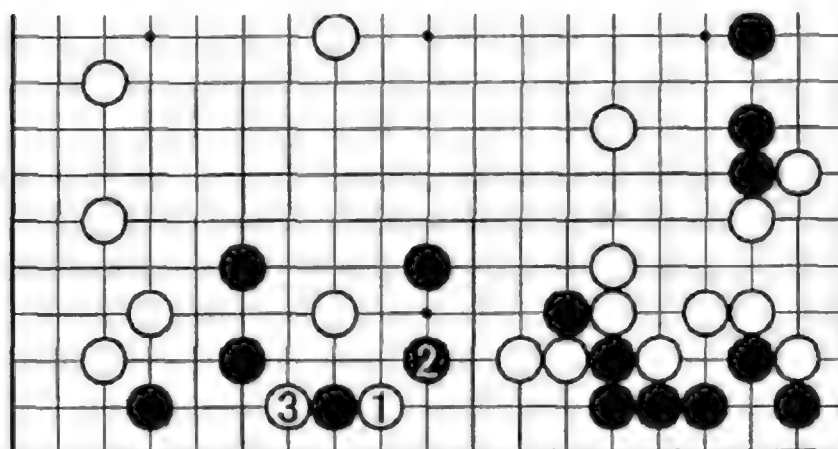
K: When Black plays 77, there is no good way for White to surround the center. If White doesn't do a good job here, his position won't be so good.

T: What?

M: Is there something wrong?

T: Wait a second. I suddenly realized something. Shouldn't White attach immediately instead of first playing 78?

K: Oh! You mean White 1 in *Dia. 14*? If Black 2, White attaches at 3 and gets a clearly better result than in the game.



Dia. 14

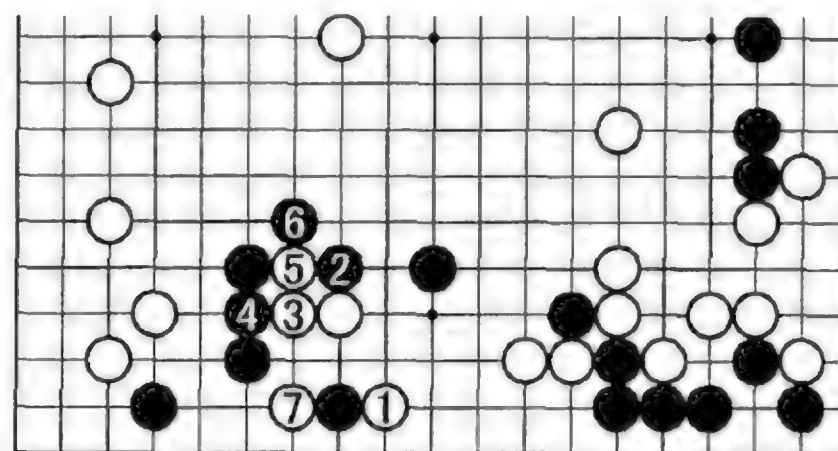
M: This diagram leaves out the exchange of 78 for 79, right?

K: That might well be a major discovery. Let's have a good look at this.

(All three gaze at the board without moving.)

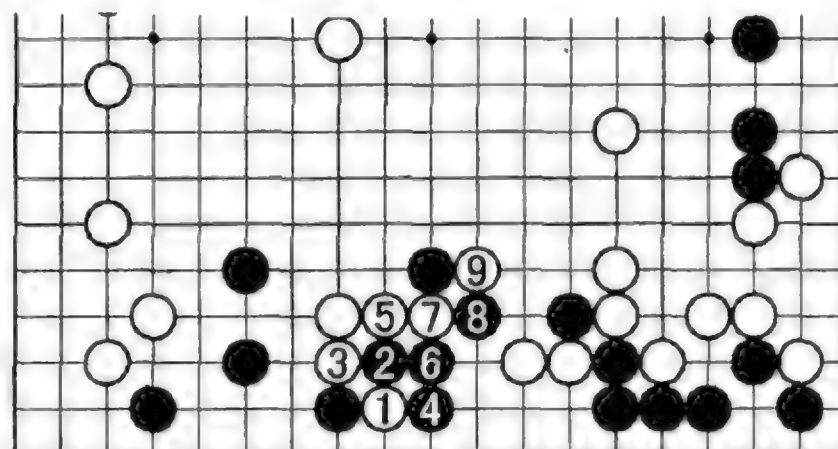
T: I can't find a good variation for Black no matter how he plays.

K: Let's go through the possibilities one by one. In response to the attachment of Black 2 in *Dia. 15*, White will exchange 3 for 4 and 5 for 6, then attach at 7, right? Black is badly injured.



Dia. 15

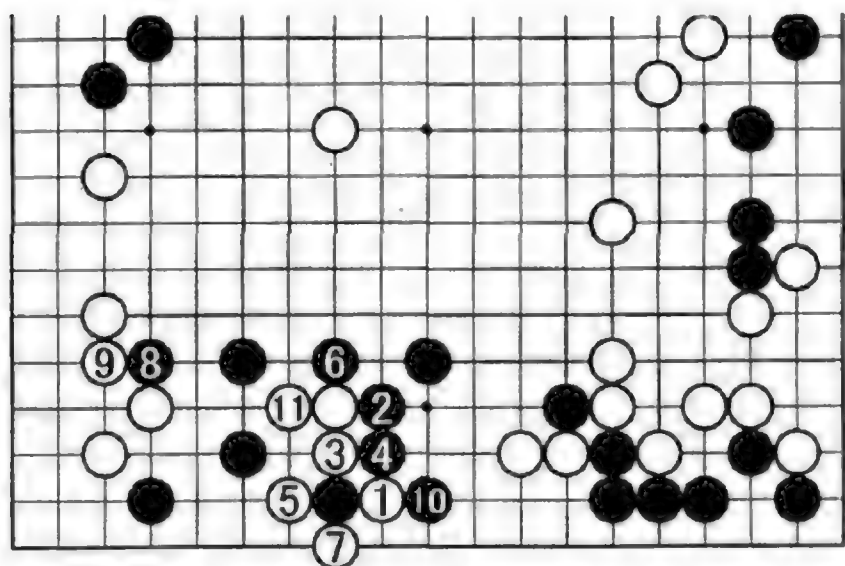
S: The hane of Black 2 in *Dia. 16* looks like falling into a trap.



Dia. 16

T: In that case, White will just keep pushing with 5 and 7. What is Black to do after White cuts with 9?

S: I give up (laughs). Yes, Black increases his territory at the bottom, but White's center swells to the maximum. There is no need to even count.

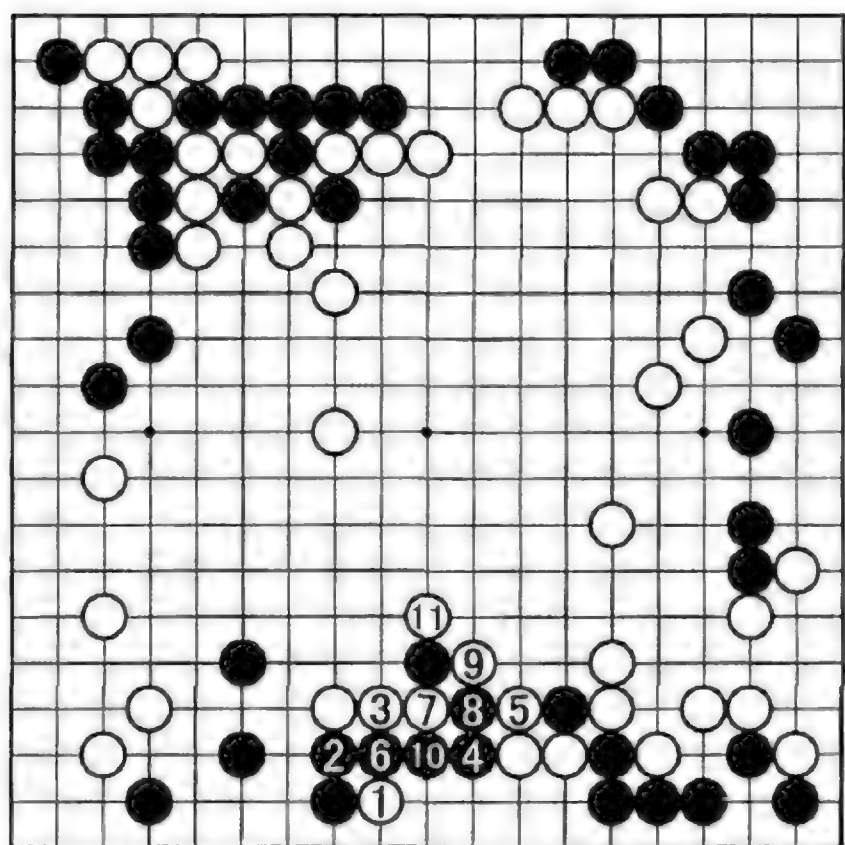


Dia. 17

K: The diagonal attachment of Black 2 in *Dia. 17* is the shape move. Where would you play, Takemiya?

T: There is no reason to complicate things. White would just play 3 and 5, then capture a stone with 7. Black is thin everywhere.

K: Even if Black exchanges 8 for 9, White can simply turn at 11 in response to 10. Ouch! Black is really in trouble now. Had Cho really prepared a contingency plan to deal with White 1?



Dia. 18

S: I've also been thinking about 2 and 4 in *Dia. 18*, but this is similar to *Dia. 16*, but less effective. White's territory is too large.

K: Black 77 was certainly a great move, but if Yoda had played 78 at 80, he might have gotten a great game. The bold sacrifice in the top left also looks good.

K: I'd like to add something to that. The moves in this figure were the highlight of the game. Although it actually may have been according to his own plan, it seemed as if Black was getting pushed around a bit from the fuseki on. Then White sacrificed some stones in the upper left, but Black in fact had a slight territorial lead. In a sense, this led to this most difficult position.

T: Right, right. And then Cho came up with the strongest move, namely Black 77.

K: Isn't that something? Apart from 77, there is no way for Black to get a good result.

S: That means, that Yoda also did a terrific job there. Whether you are an amateur or a pro, whichever way you look at it, the sacrifice in the top left loses points. However, only 77 gives Black a chance to open up the position.

K: Right. Making the sacrifice showed Yoda's incredible positional judgment.

M: And then there was Takemiya's discovery (laughs).

T: Well, it is because these two players were a perfect fit that we got this particular sequence.

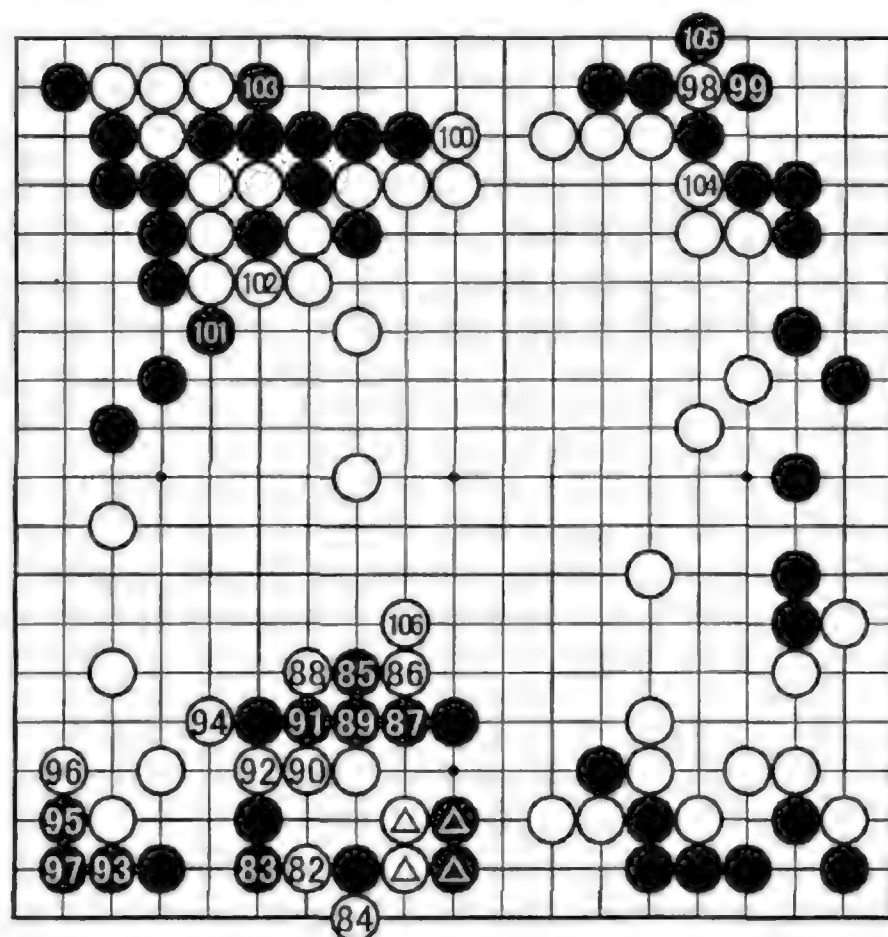


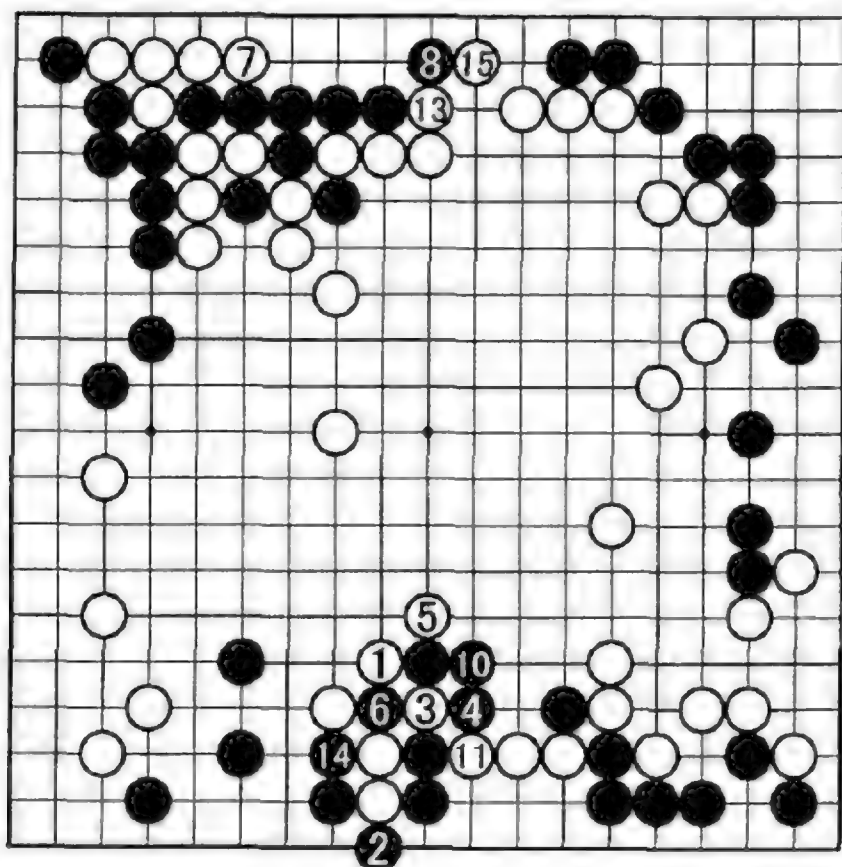
Figure 5 (82-106)

Figure 5 (82-106). Black takes the lead.

M: If we now compare the exchange of the black and white marked stones in the game to playing the attachment of White 1 in *Dias. 14* to *18*, how does the difference express itself in the game?

K: If you look at the continuation in the game, it should become clear. When Black caps at 85, White somehow has to break out.

M: Right. White has become a bit heavy.



Dia. 19
9, 12: takes ko

T: Instead of 82, White 1 in *Dia. 19* was mentioned.

K: Cho was worried about this, but what actually happens? I don't think Black gets a bad result.

S: If Black links up underneath with 2, will White then exchange 3 for 4 and start a ko by cutting at 11?

T: No, isn't it better for White to first atari with 5?

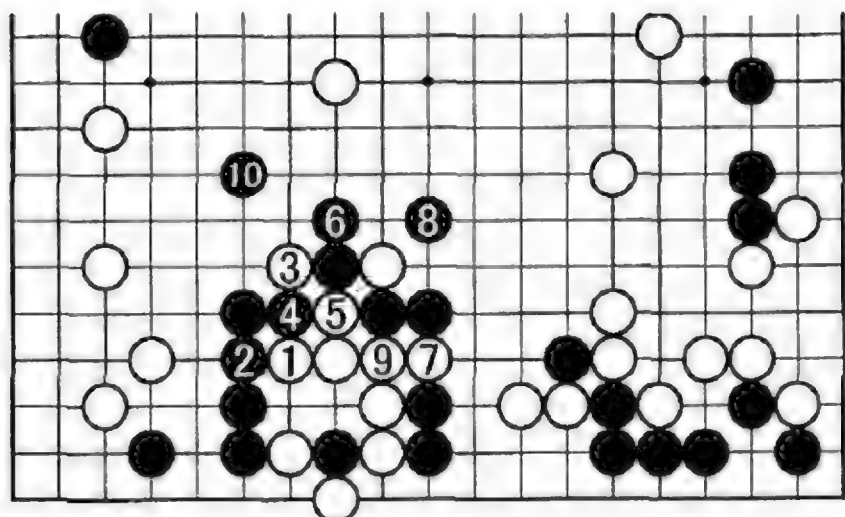
K: That's exactly right.

T: And next White uses 7 as a ko threat, then retakes the ko. Black has little choice but to connect with 10. Now White starts the ko by cutting at 11.

M: Why can't White cut at 11 right away instead of first playing an atari at 5?

K: It is because if he loses the ko, in terms of staking out the center, White can still get some use out of his stone at 5. In effect, he has exchanged 5 for 10.

T: It seems all right for Black to disregard the ko threat at 13. Okay, let's count the scores.

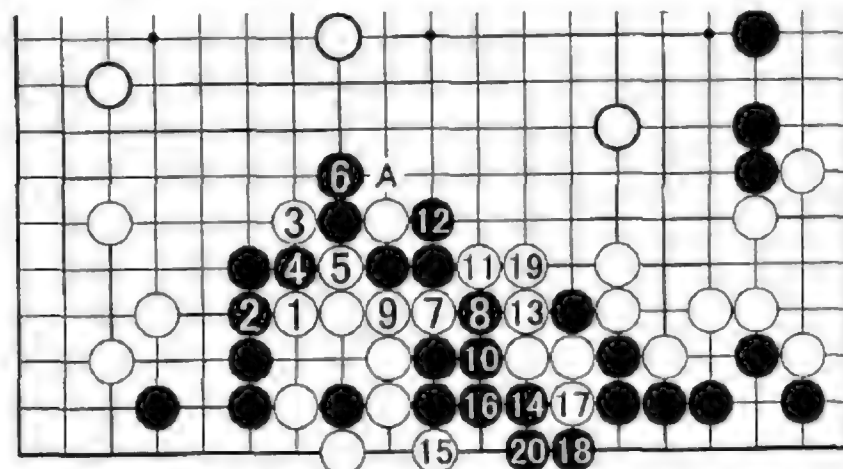


Dia. 20

S: Black is clearly leading.

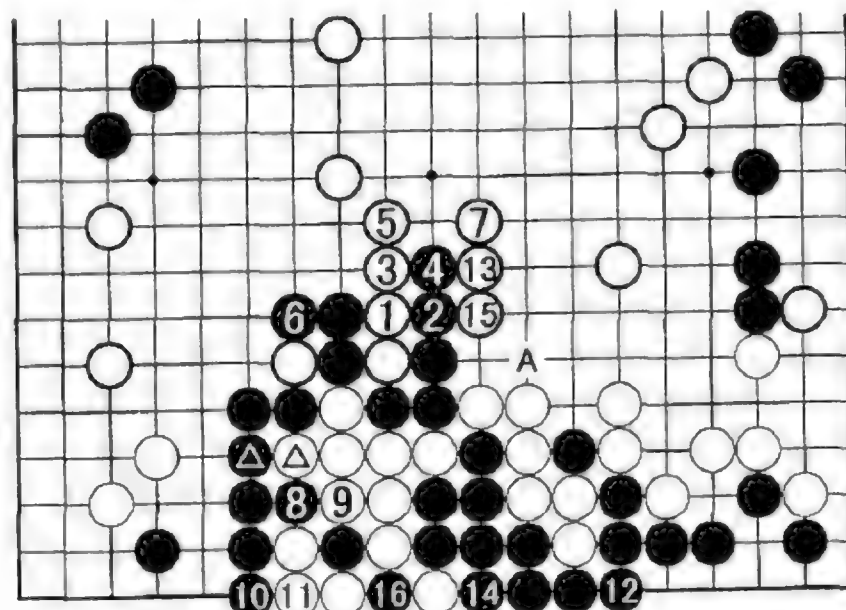
T: Let's check out what happens if White plays 88 at 1 in *Dia. 20*. It's a little complicated.

K: In the game, the order was 88 and then 90, leading to Black coming back to play 91 (VZ: Implying Black turned down the invitation to fight). However, if White reverses the order and plays at 1 first, Black must reply at 2. But, if Black answers 7 at 8, it is no big deal.



Dia. 21

S: If Black decides to resist White 7 with 8 in *Dia. 21*, he will run into problems. After Black connects at 20, White will pull out at A, leading to a capturing race at the bottom which results in ko.

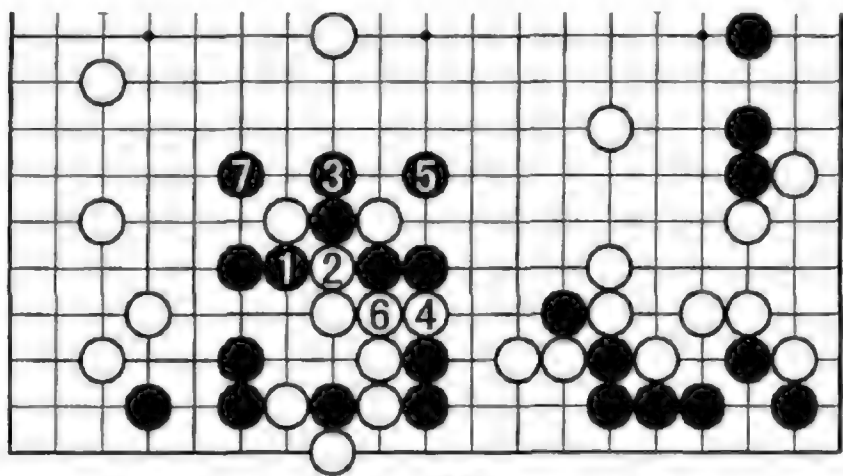


Reference Diagram

(VZ: One example is given in the Reference Diagram. After 1 (A in *Dia. 21*), Black has a few choices for his next move, including A. However, whatever he chooses, he will end up with four liberties and have sente to start the capturing race. In the (simplified) sequence shown here, after White 7, Black has the chance to play 8, 10 and 12 and start the ko with 14 and 16. It is clear that the exchange of the marked stones is bad for White.)

M: Instead of playing 89 in the game, is it dangerous to play 1 in *Dia. 22*?

K: Well, as we saw earlier, Black should remain calm and defend at 5 when White wedges in at 4. Cho was obviously on his guard.



Dia. 22

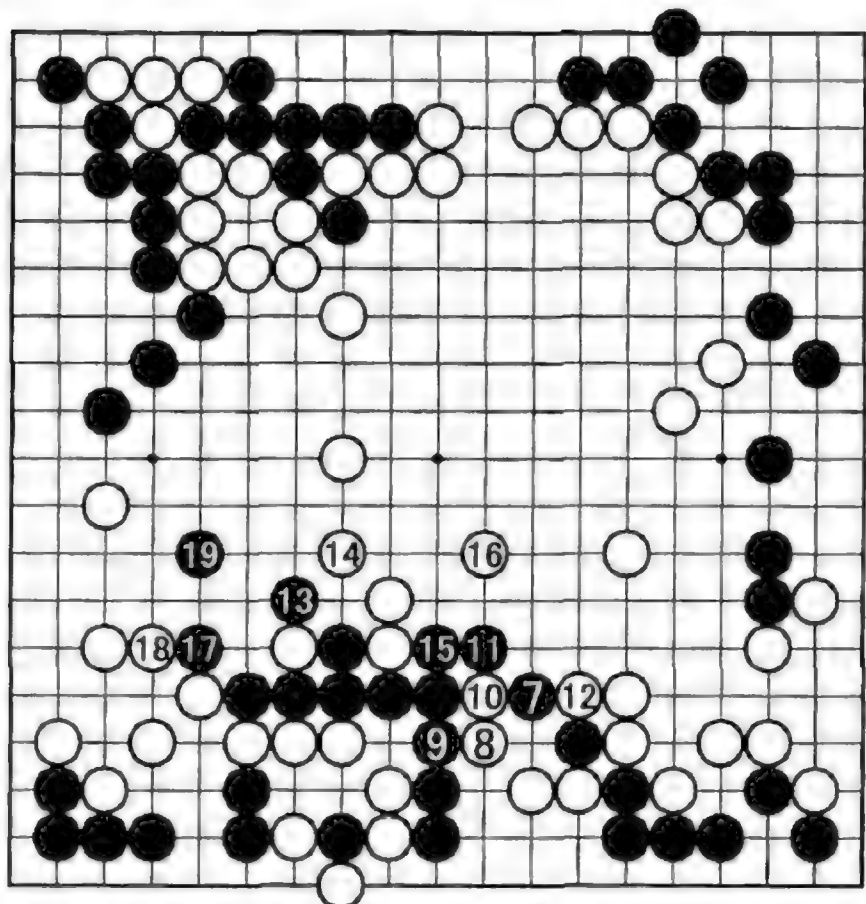


Figure 6 (107-119)

Figure 6 (107-119). No turn-around

K: White broke through Black's net at the bottom, so Black first had to secure life for his group at the bottom. Because of the aji at 7, making life is not a difficult task.

M: So Black goes on to win without any complications? I'll miss the excitement (laughter).

Komatsu: That can't be helped (laughter).

T: White 18 was really a thick move, but allowing Black to play 19 was letting him off the hook too easily, right? Black is almost completely alive.

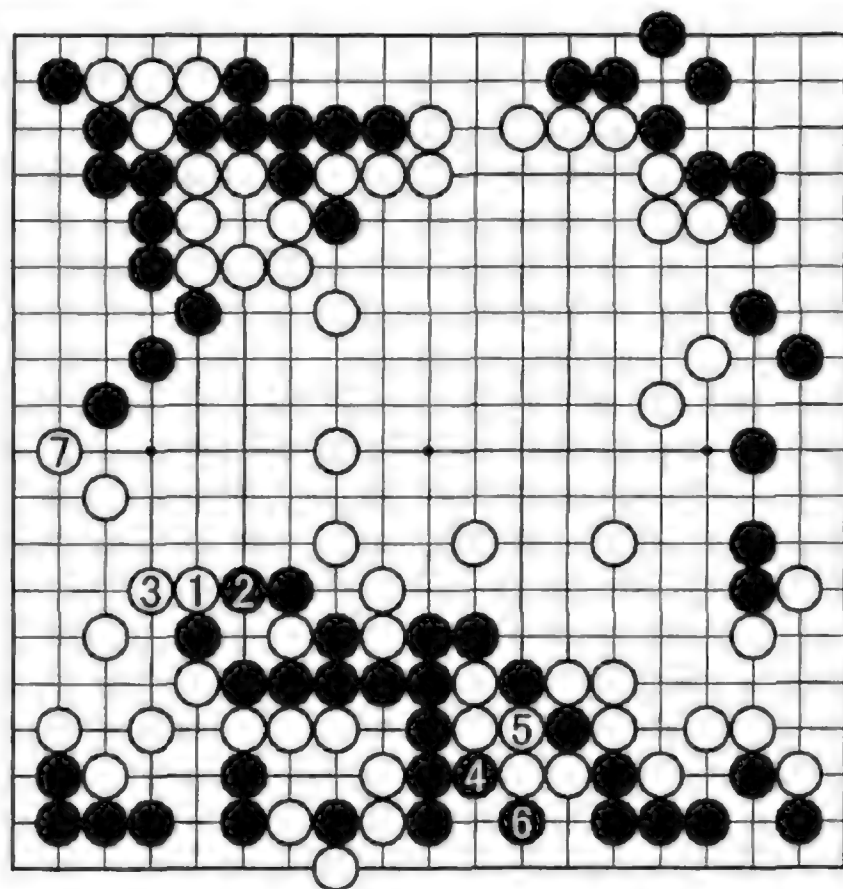
K: Do you have any good ideas?

T: What about the attachment of White 1 in Dia. 23? In response to 2, White pulls back with 3 leaving Black with just one eye.

S: If Black simply connects underneath with 4 and 6, the territorial balance will be upset. White 7 is huge.

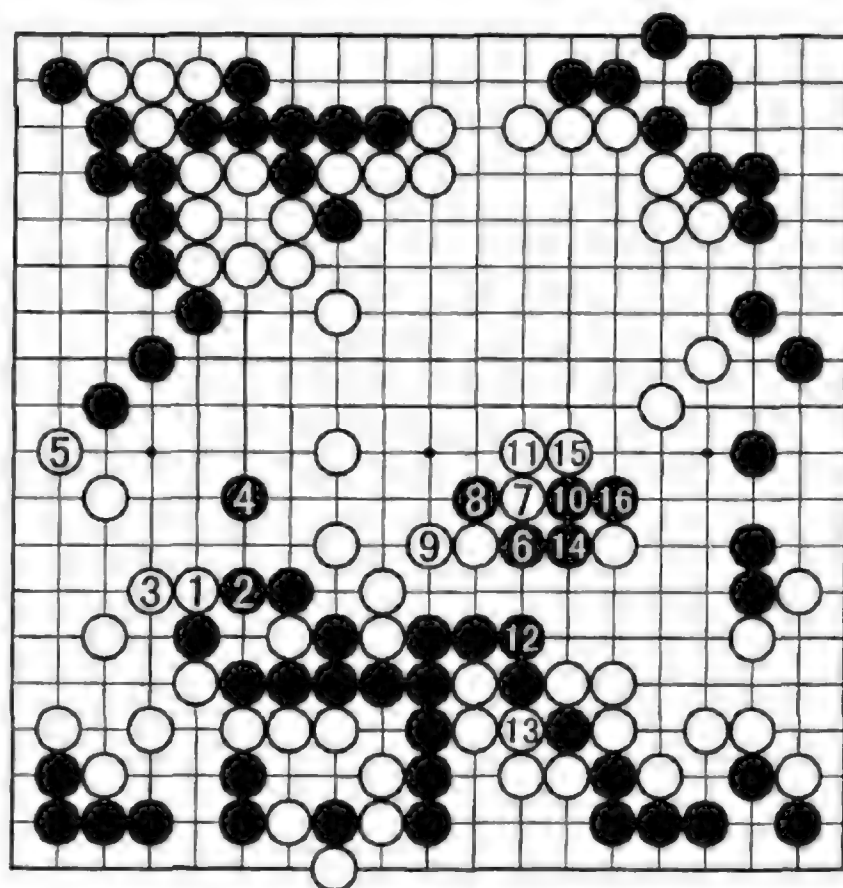
K: Capturing with 5 makes White thick in the center, leaving his hands free to switch to 7.

M: Again Takemiya makes an important discovery!



Dia. 23

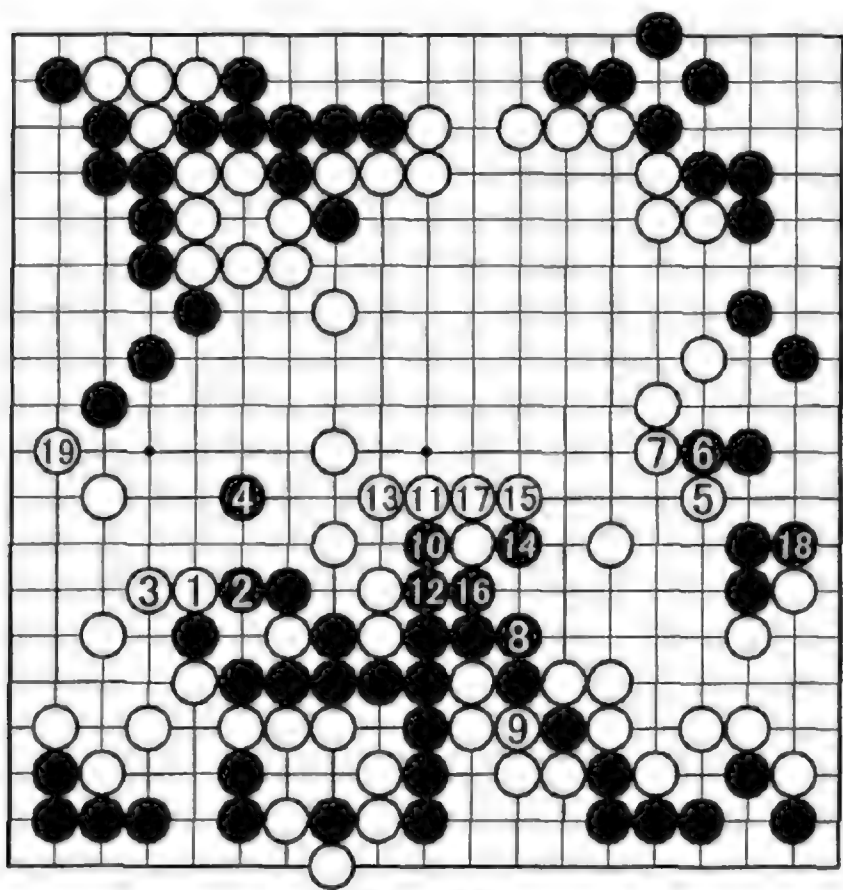
T: Not so fast. We first have to look into this a little more closely (laughter). If Black wants to maintain the aji in the center, it is better to play 4 in Dia. 24. If White does take the large point at 5, Black can break into the center with 6 and 8. In the sequence through 16, White doesn't turn the tables?



Dia. 24

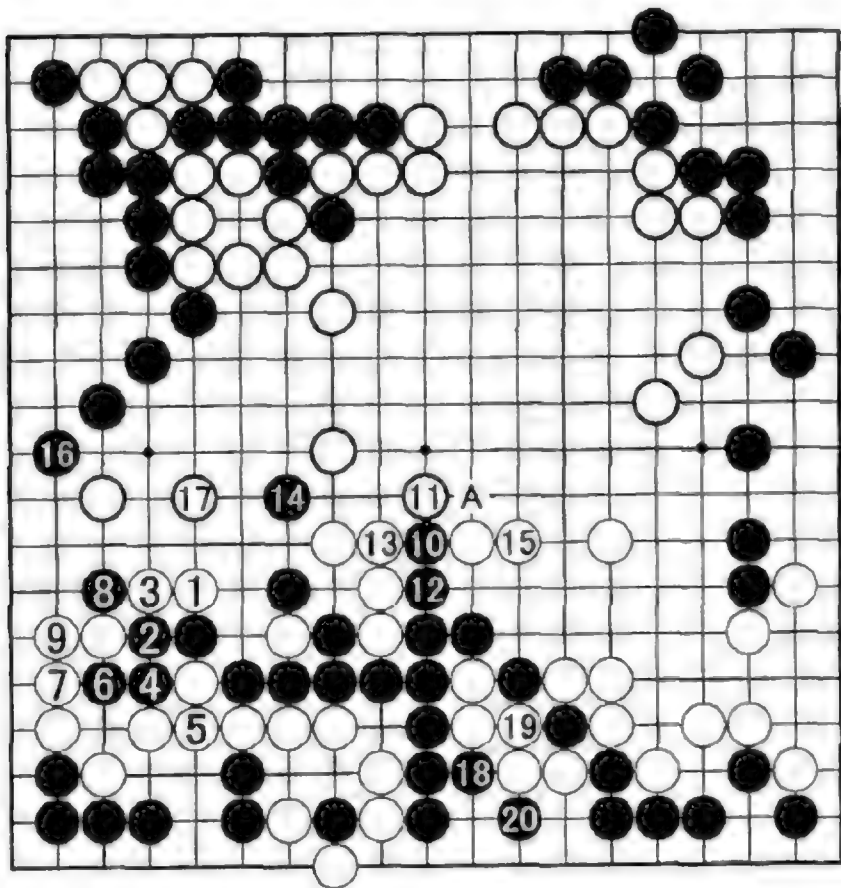
S (adding up the scores): Yes, Black is leading.

K: This doesn't look like a casual gathering to collect material for a magazine commentary. This is much like serious research (laughter)! Let's get on with it. Let's see. What if White plays 5 in Dia 25, which is actually played later in the game to reinforce the center? How would you play, Takemiya?



Dia. 25

T (after thinking for a while): Maybe exchange 6 for 7 and 8 for 9, then attach at 10 in Dia. 26.



Dia. 26

K: White will patiently answer with 11 and 13.

S: Exchanging 14 and 16 for 15 and 17, then switching to 18 would be the usual idea. Ouch, that means White gets sente to play the diagonal move at 19 in the Figure.

(After counting, all three of the pros agree that White is ahead)

M: Wow. We have to be generous about Takemiya fee. I'll mention it to the editor.

K: This is frustrating. So Yokoku, we have to come up with something here.

S: Indeed, the diagonal move on the left side seems really large. Somehow Black has to get to play there.

K: Ok. Let's follow the most natural course. What if Black just keeps pushing on with 2, etc. in Dia. 26. It's horrendous style, but . . .

S: The moves through 7 are forced. Black can also cut with 8, right?

T: Next, Black can exchange 10 and 12 for 11 and 13. In response to 13, 14 is sente (if White plays elsewhere, Black can cut with A, enabling Black to break into the center.) Oh! Black is able to switch to the kosumi at 16.

K: After that, White has to add 17 to make shape. Black now plays 18 and 20 to link up underneath — what a relief (laughter)! This is good for Black.

T: Too bad, too bad (laughter). Does that mean that since the last figure, White didn't have a chance to upset Black's lead? Since life-and-death problems are Cho's specialty, it is quite plausible he anticipated all of these possibilities.

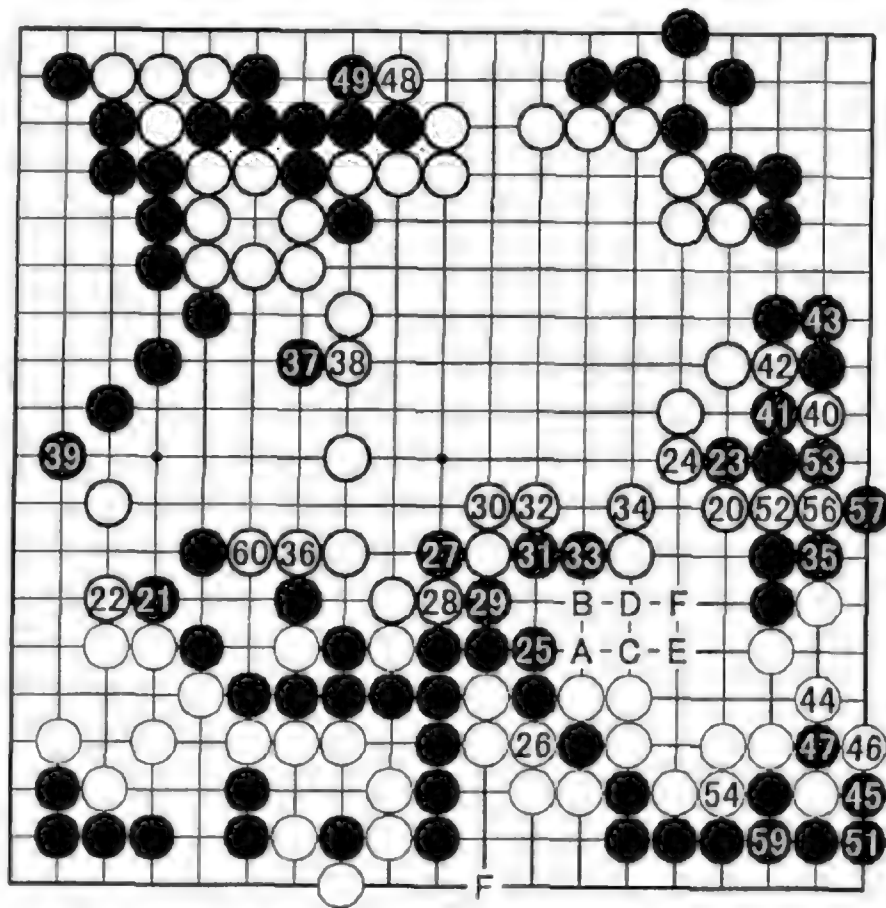


Figure 7(120-160)

50, 55, 58, 93: takes ko

Figure 7, 8 & 9 (120-240). Both players confident

M: Almost two hours have passed since we started this session. Time went by so fast; it was so intense.

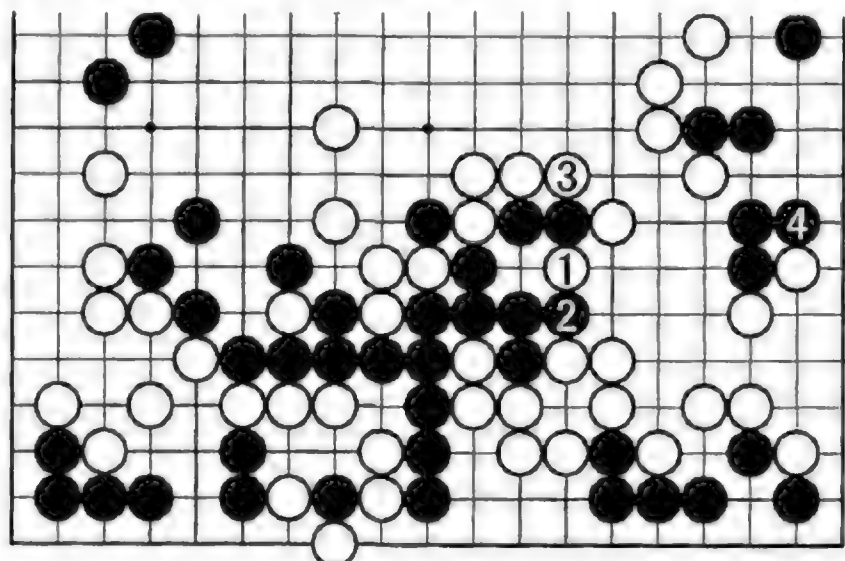
T: Yes, we learned a lot.

K: That may be true, but we are not through yet. Black has kept his lead, but there are still a few diagrams we want the readers to have a look at.

S: Bumping into White's stone with 33 looks natural, but, in fact, it is a clever move.

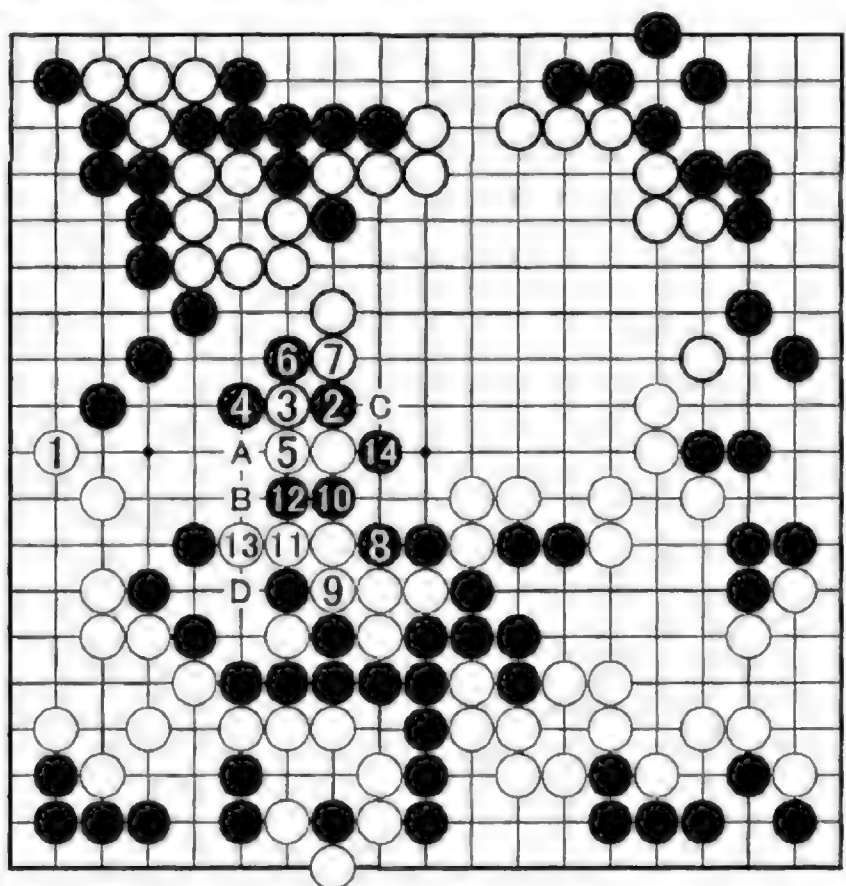
K: The problem is what Black is aware of. After White answers with 34, Black can always secure one eye here with A. If White tries to prevent that by playing at B, Black C–White D–White D–Black E makes White's stones in the lower right too thin (he may well die).

(VZ: In response to White B, Black can also play D–White C–Black F to connect to the right side. Black can also link underneath with F, so Black is not in grave danger.)



Dia. 27

S: If White plays at 1 in *Dia. 27* to take away Black's eye, Black is ready with 2 and 4. In that case, too, White's stones below have become thin and, in the end, he won't profit.



Dia. 28

T: As the last point, let's have a look at what happens if White plays the diagonal move of 1 in *Dia. 28* instead of defending in the center with 36. The opinion was expressed that this would lead to an extremely close game.

K: Leave that part to me (laughter). Black 2 is a tesuji here.

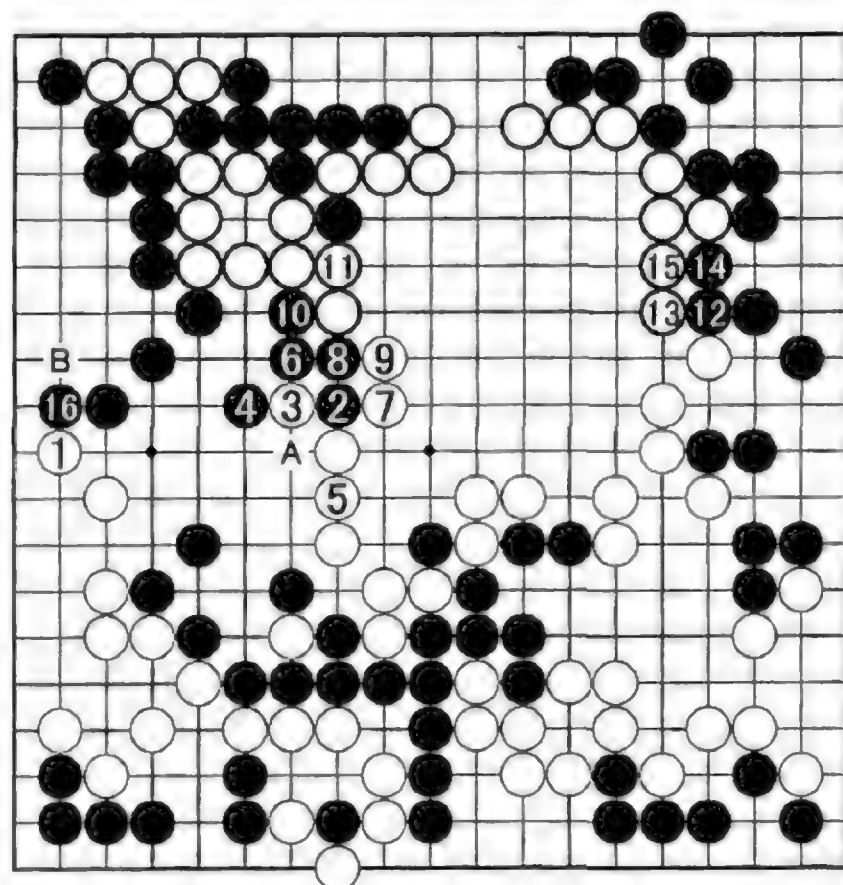
M: It would be really exciting if such a move were actually played in the game.

K: White has no choice but to play at 3. At this point, Black makes another attachment. If White connects at 5, Black exchanges 6 for 7, then continues to atari with 8 and the following, and finally tops it off with 14 for the finish.

M: If White A, Black B is a double-atari. If White captures at C in response to 14, Black ataries at A, and, if White connects at 2, Black D. Beautiful!

K: But, in fact, I initially thought that after White 3, Black can play 6–White 7–Black 4, with the rest the same, only changing the order of 4 and 6. However, as Takemiya pointed out to me earlier, that doesn't really work, because in response to 6 after 3, White will extend to 4.

T: I put up quite a performance today, didn't I? (laughter). Let's go to the last question. What happens if White connects at 5 in *Dia. 29* after Black's attachment at 4?



Dia. 29

K: Black has no choice but play at 6, right. In that case, will White atari at 7?

T: Right. If Black captures at A, White jumps in at B. That would be a win for White.

M: Isn't this the third big discovery?

S: If Black doesn't somehow take sente, he won't stand a chance.

T: Now I see. Black should exchange 8 for 9 and 10 for 11 to take sente, then switch to 16 in the end to take a lead amounting to about 10 points on the board. No big discovery this time (laughter).

Game Three

Magician Yoda's Convincing Win

White: Cho U Honinbo

Black: Yoda Norimoto Meijin

Time: 8 hours each; komi: 6½ points

Played in Nagoya on September 29 and 30, 2004.

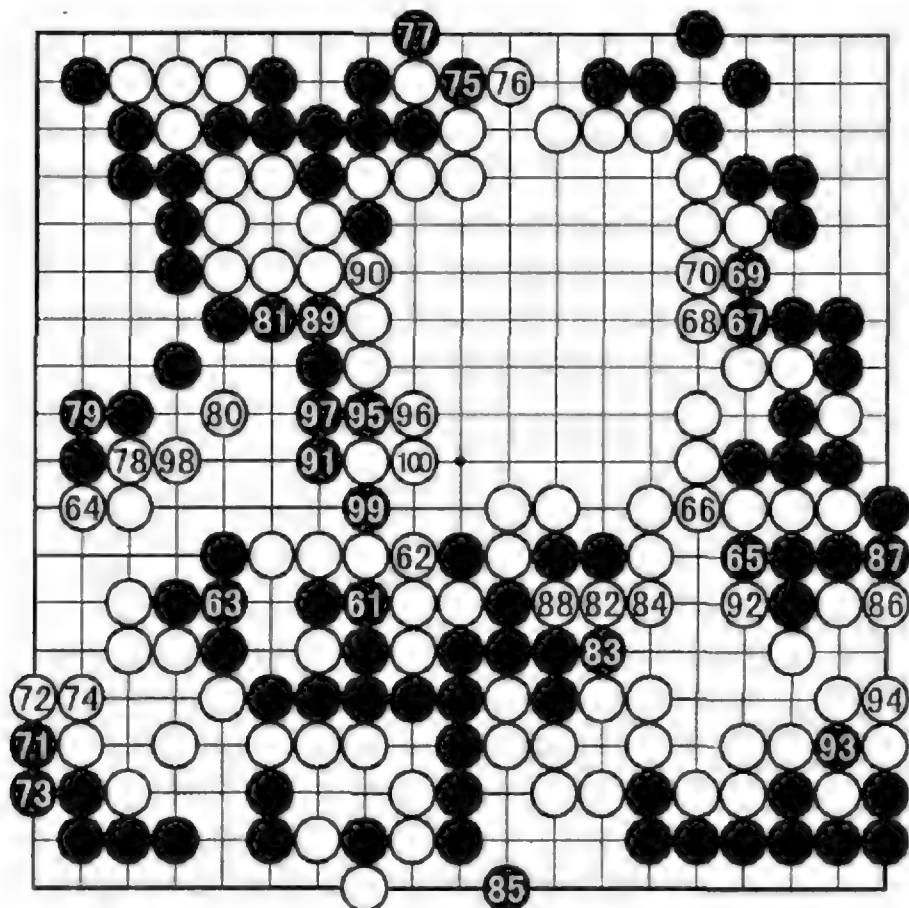


Figure 8 (161-200)

M: You must be exhausted! That makes the match score one to one. That promises more excitement to come.

T: That's the best result.

S: I got a new taste of Cho's fondness for territory. And he always keeps his cool.

K: These two players are brimming with confidence. That's what makes it so interesting. It's like a match between Kobayashi Koichi and Takemiya. (laughter)

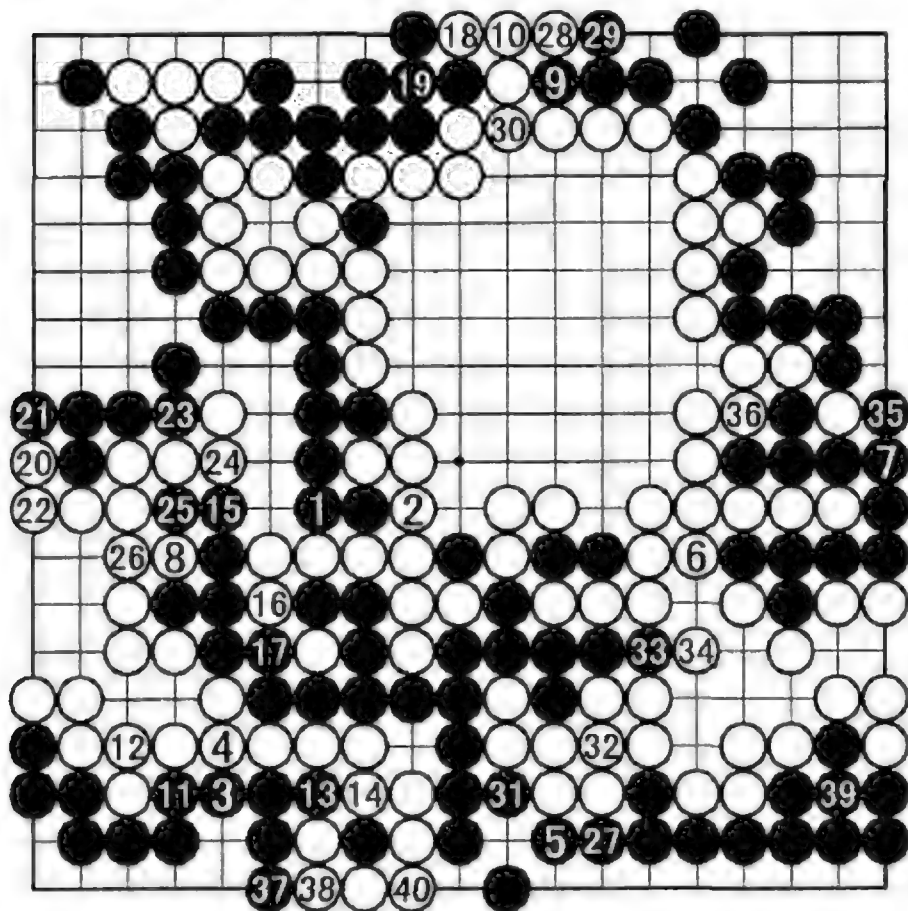


Figure 9 (201-240)

Black wins by 3½ points

Black: 6 hours 26 minutes; White: 7 hours 59 minutes.

(Translated from *Monthly Go World*, November 2004.)

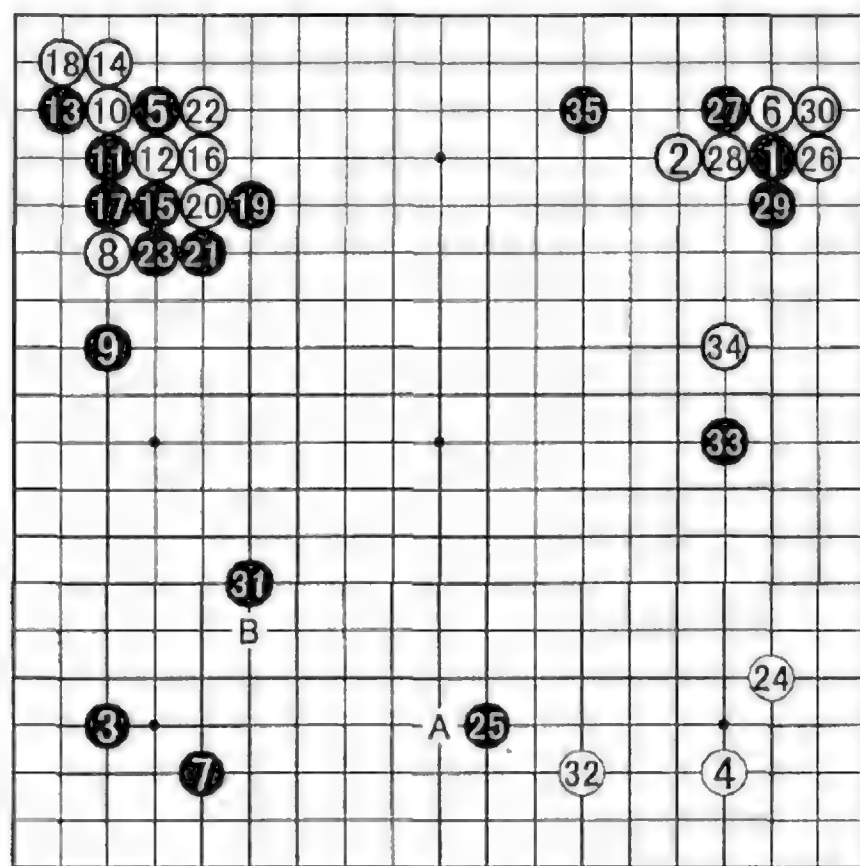


Figure 1 (1-35)

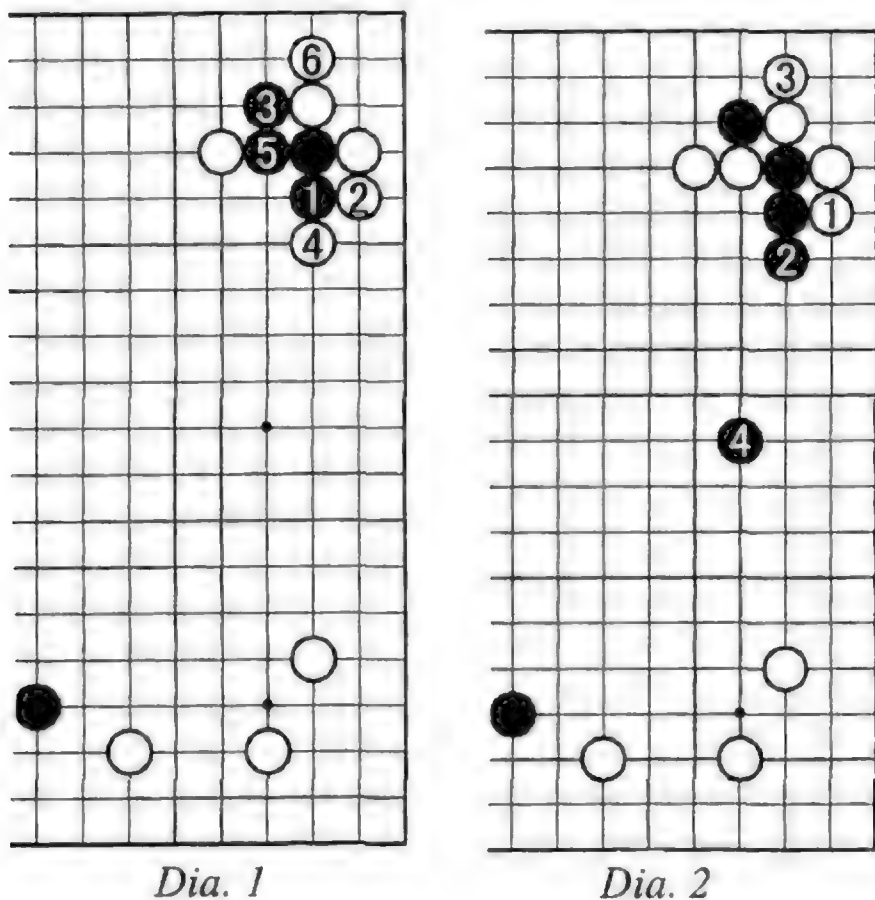
Figure 1 (1-35). The Meijin's plan

There were many moves played on the first day that need to be commented on. Since this game was hosted in the Nagoya area, many pros from the Central Japan Division of the Nihon Ki-in had gathered to follow the game. Among them were Kisei Hane Naoki and his father Yasumasa 9-dan, Yamashiro 9-dan, and Hikosaka 9-dan.

Cho is fond of the 2-6 combination. Cho believes this shape favors White more than having just a single stone in a corner.

By making the corner enclosure with 24, White allows Black to stake out a moyo with 25 while inviting Black to a fight on the right side. However, just taking into account the overall balance, extending to A instead of White 24 would have been a simpler strategy.

It is important to pay attention to the exchange in the upper right. Playing the hane of Black 27 before extending to 29 was done so as not to provoke the sequence in *Dia. 1*. If Black extends to 1, White will not cut at 5 after Black hanes at 3 but will play at 4 instead. Black probably disliked the prospects of the sequence through 6.



On the other hand, the reason White didn't crawl with 1 in *Dia. 2* was that he didn't like the sequence through 4. Both of these diagrams stress the right side.

In this game, Black 31 made the biggest impression. The first move that comes to mind in this area is B. However, the pros following the game agreed that it was difficult to judge whether 31 was better or worse. They felt it was representative of Yoda Meijin's intuition.

Yoda spent an hour and 14 minutes on this move, the longest in the game. Black is trying to use the whole board; he is also trying to avoid giving White an obvious invasion point.

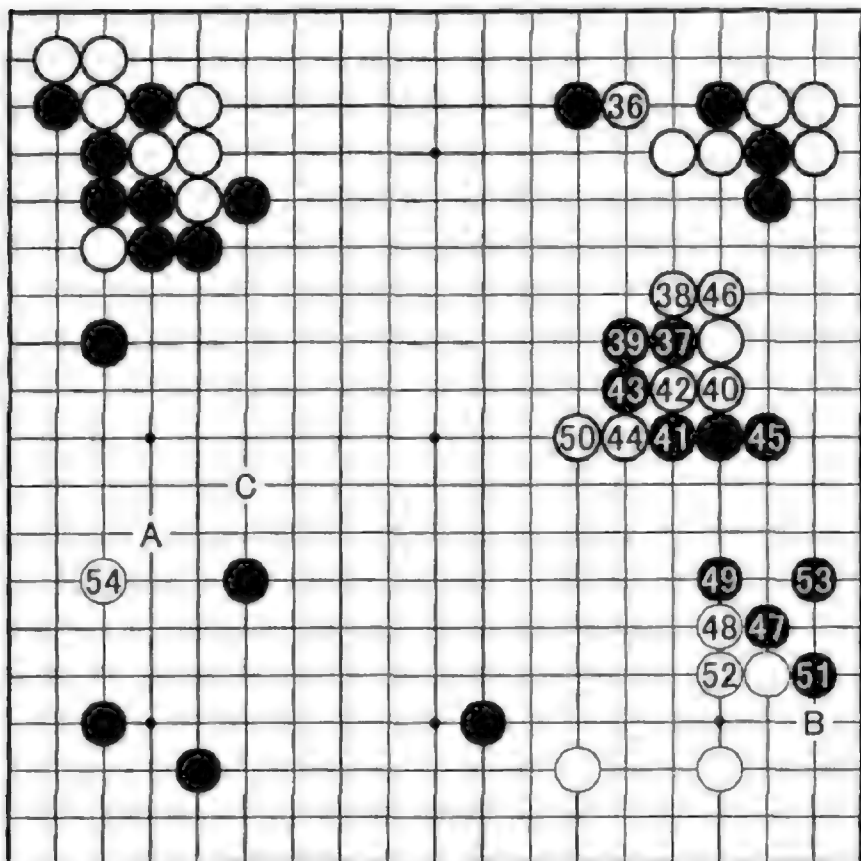
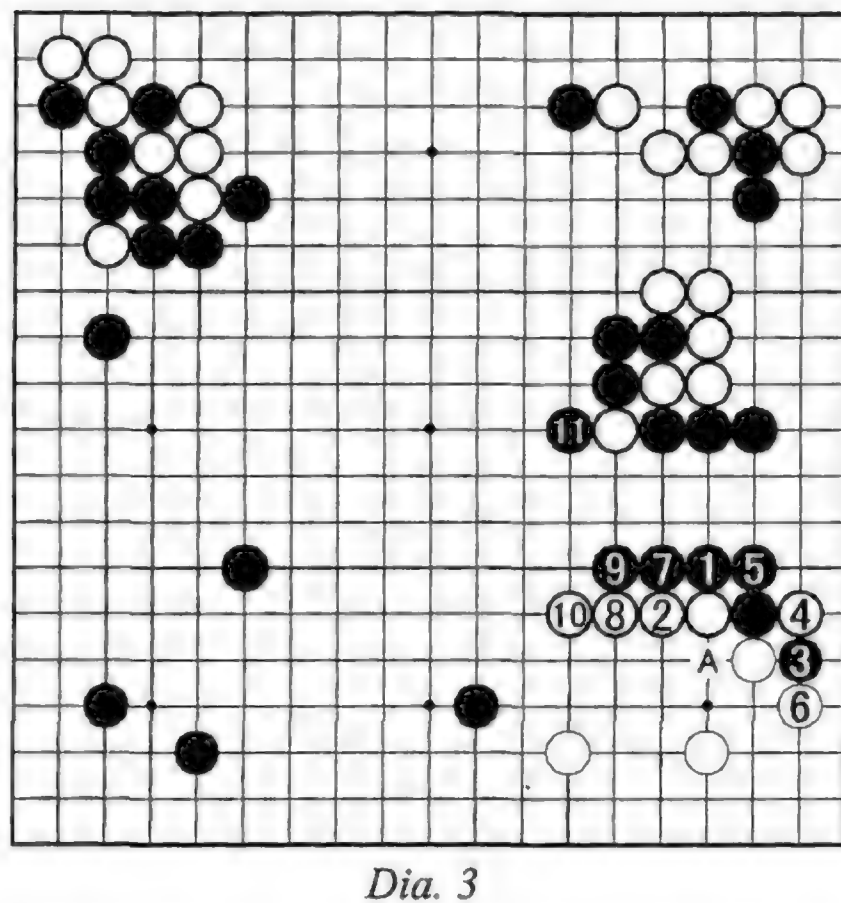
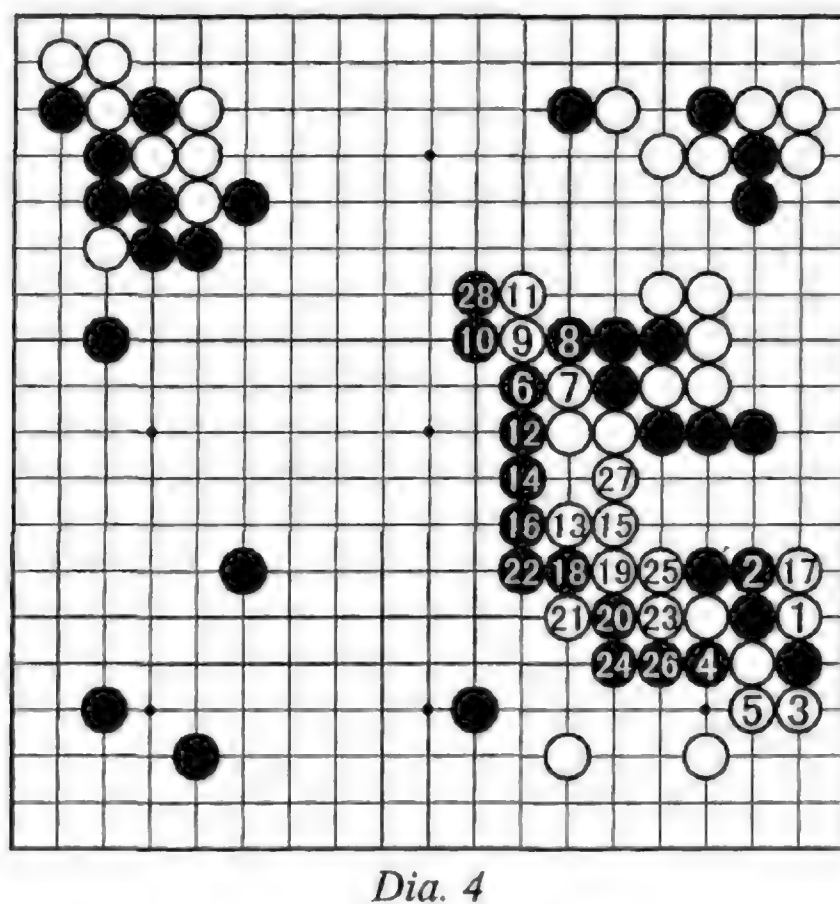


Figure 2 (36-54). Dropping a bombshell

Hikosaka ventured the opinion that White might have the chance to invade at A and keep the moves 42 and 44 in reserve. Pressed for a reason, Hikosaka explained that once White cuts through with 42 and 44, Black will settle his shape, making it more difficult to invade on the left. It isn't at all clear that White will be able to score enough on the right.



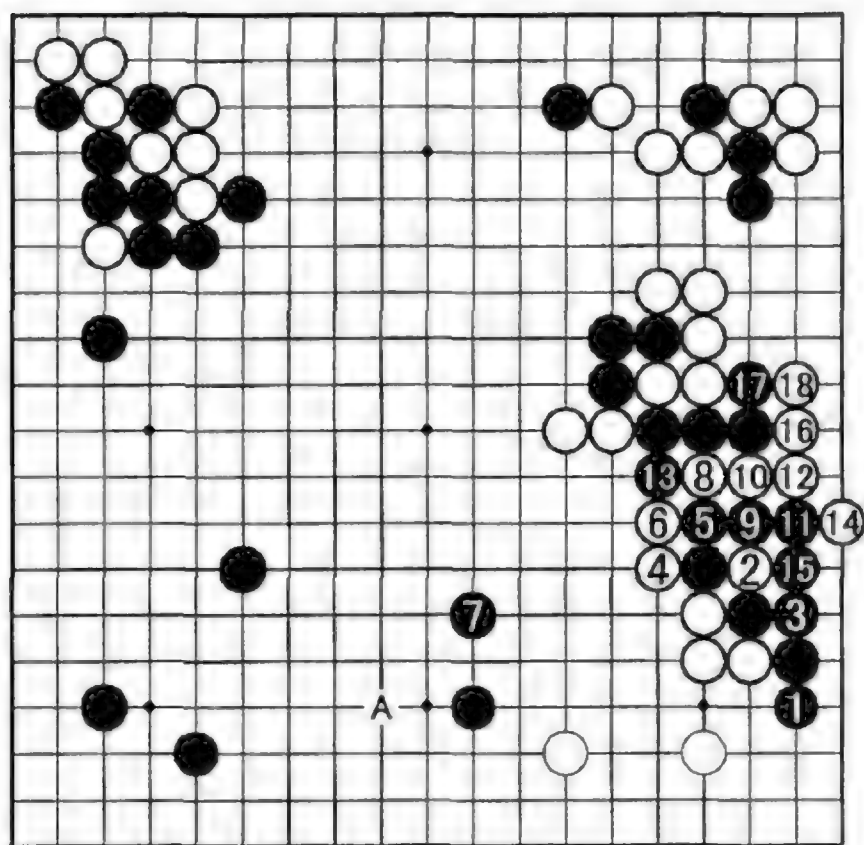
When Black hanes at 1 in *Dia. 3*, White really wants to extend to 2, but, if he does, the two-step hane of Black 3 creates a cutting point at A when White captures with 4 and 6. The moves through 10 look natural, but White loses his original cutting stone when Black plays 11. This does not make sense for White.



As an alternative for White 52, Hane Yasumasa laid out an interesting variation (just for

entertainment value) in *Dia. 4*. The question is, if White cuts with 1, what will happen? After White 5, Black may start a fight in the center with 6. The logical response would then be to cut with 7 and 9, but, when he kills the right side with 17, White is put on the spot by the sequence Black 18 through 28, which builds a gigantic framework facing the left. It is unthinkable these moves would ever happen in a game between pros, but it may serve as reference for amateurs.

We may have been sidetracked a little; still these diagrams illustrate why 50 and 52 are an almost inevitable follow-up for White.



Dia. 5

Black 53 needs some explanation — Black might want to extend to B instead. Hikozaka then laid out the sequence in *Dia. 5*, in which Black follows through by extending to 1. In response to White 6, Black would normally defend on the right, but, if he does, he cannot deal with a white invasion at A. If he strengthens his moyo by jumping to 7, after the sequence through 18, Black is in dire straights. Therefore, Black 53 in the game is only natural.

Figure 3 (55–81). *A questionable move by white*

White 56 was played around 3:30 pm of the first day, well before the evening break. In the pressroom, many comments were exchanged by the pros following the game, such as: 'White doesn't feel like playing on — at this point he can still dodge an attack,' and 'It's difficult to kill this group, but it is also difficult to make it live. Once it becomes a life-and-death problem, White won't want to take a break.' Though such problems were

foreseen, the game quickly progressed to produce a clear exchange. This was due to the fact that Cho suddenly let fly a spinball. The reason why White didn't set up a ko was because Black has ko threats at B, 71, etc. and White can't win a fight that includes a ko.

Upon seeing the position after 64, Hane Naoki Kisei commented: 'All of Black's stones are working efficiently.'

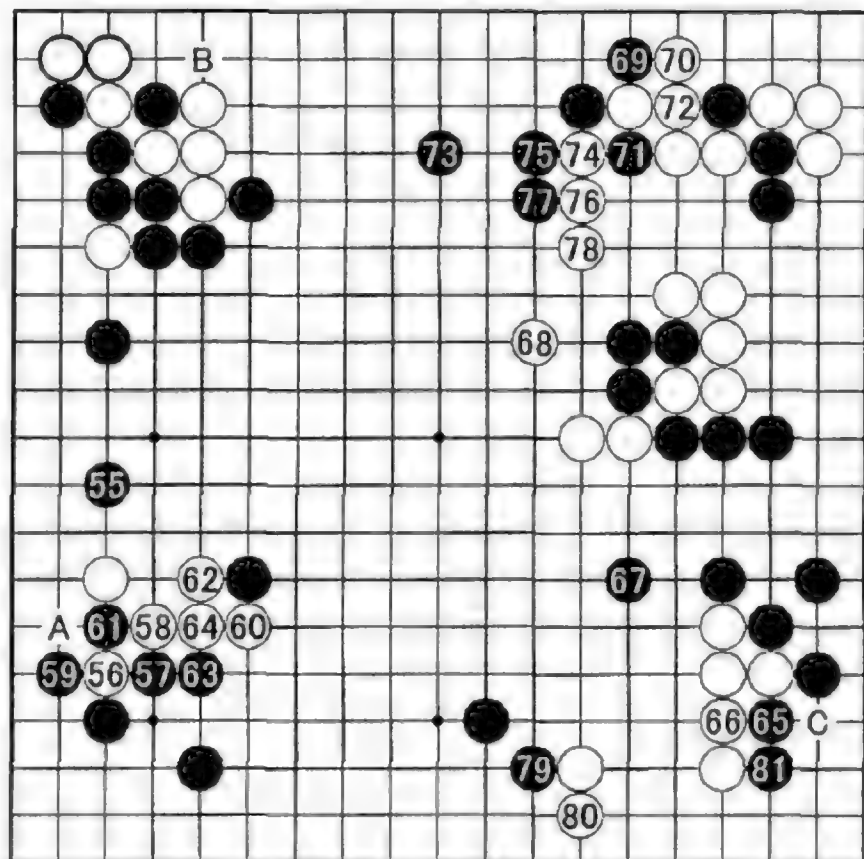
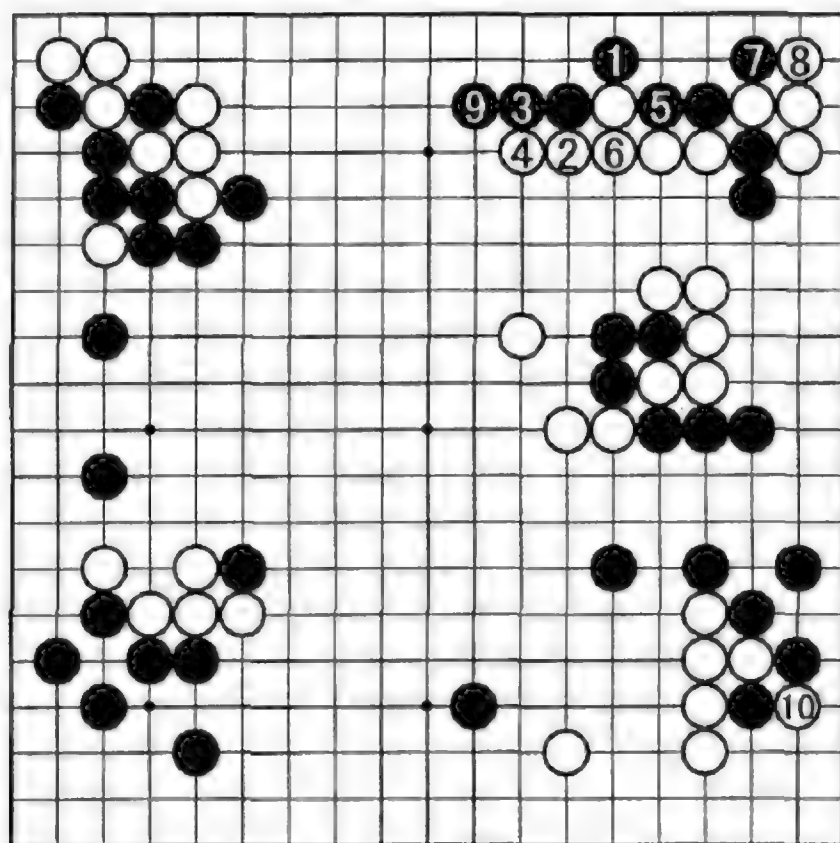


Figure 3 (55–81)

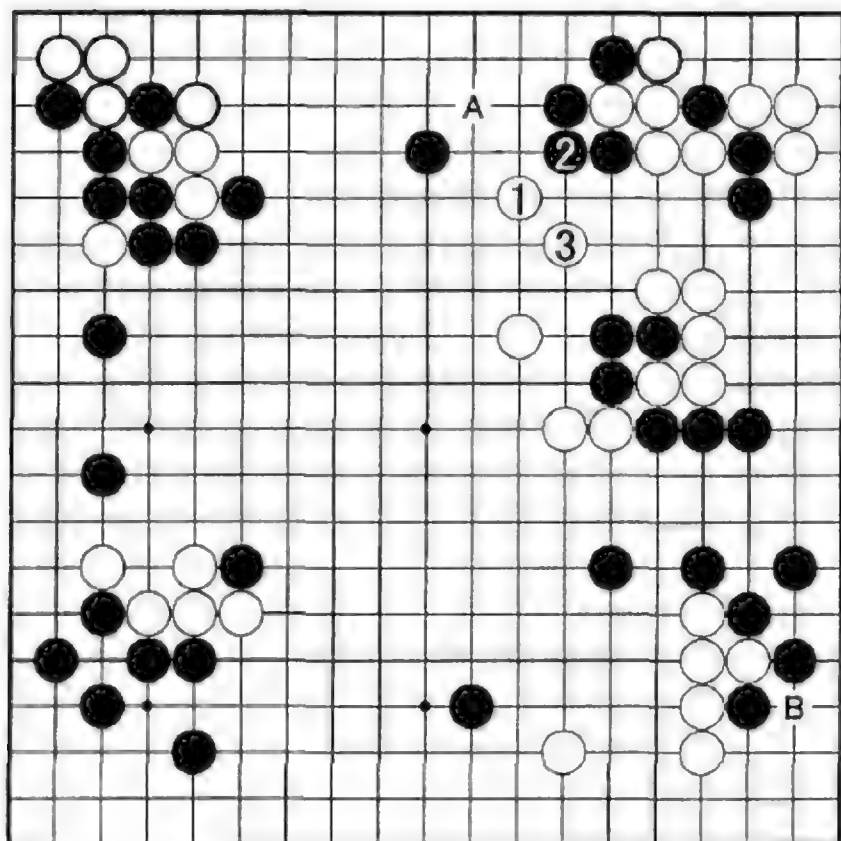


Dia. 6

Black continues in good style with 65 and 67.

White 70 in response to Black 69 provoked the most criticism in this game. During his commentary for NHK Satellite TV, Ryu Shikun 9-dan also expressed his misgivings about this move. 'I don't understand why White didn't play as in *Dia. 6*. If White presses from above with 2 and 4, the sequence through

9 is inevitable, giving White sente to play 10. This is the biggest point at this stage. Following this diagram would give White good prospects?



Dia. 7

Capturing a stone with 74 through 78 also met with disapproval. If White plays 1 in Dia. 7, Black will probably connect with 2. After 3, Black needs to defend against a white invasion at A, giving White a second chance to cut at B.

Some people even expressed the opinion that White should cut at C instead of descending to 80. That is how large the corner is, not just in terms of territory but also because it provides White with sufficient eye space. By switching to 81, Black secures the lead. At any rate, White has suffered a significant loss with this exchange.

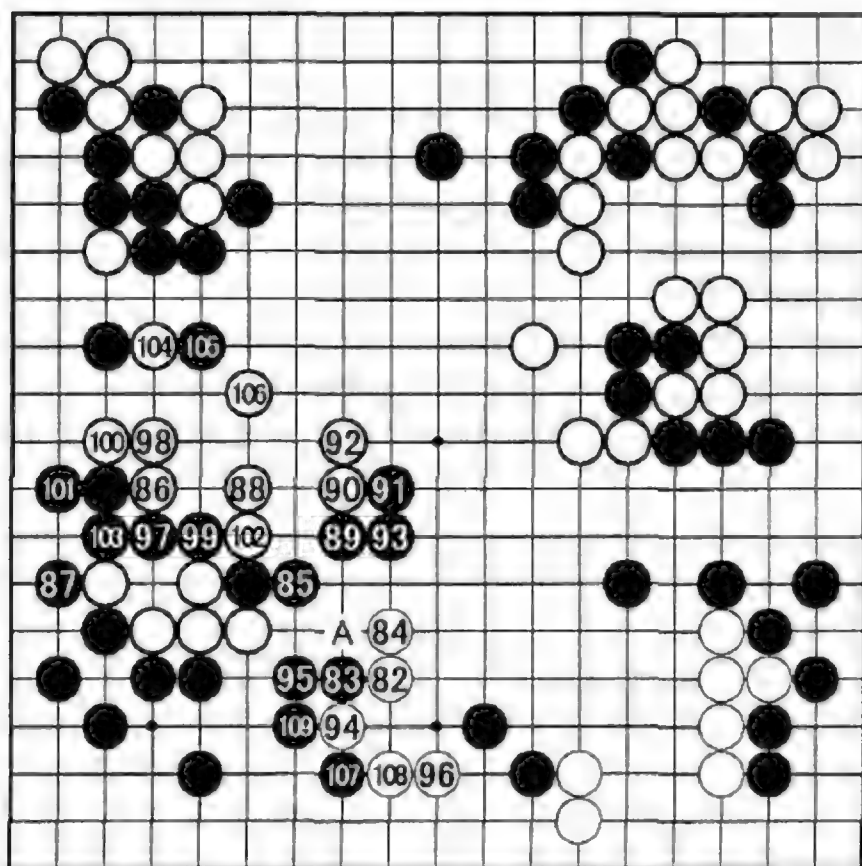
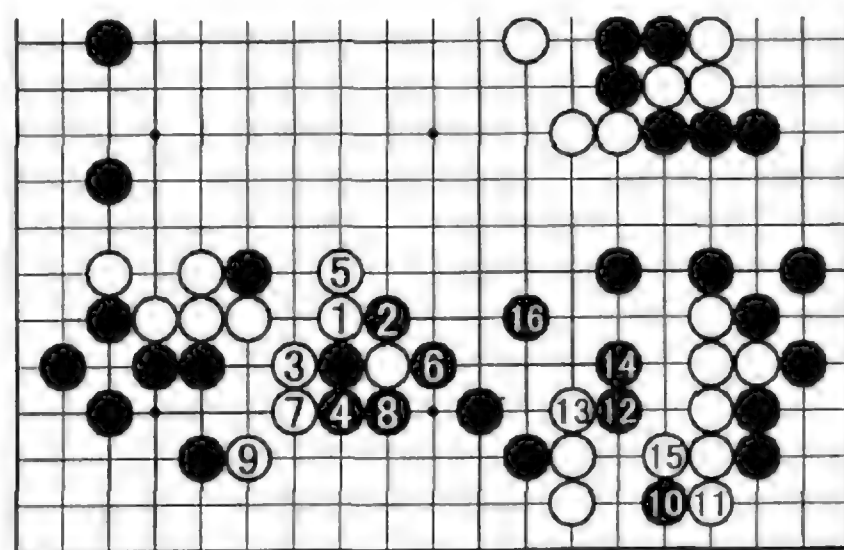


Figure 4 (82-107)

Figure 4 (82-107). The Meijin's finishing touch

White 82 was the sealed move. None of the pros following the game thought of it. After the game, Yoda also commented that this move took him by surprise. Playing at A, 83, or 95 would be within the realm of safe possibilities. However, Cho said that he couldn't find a move that was definitely good and his position was a mess. This probably indicates that it was a desperate attempt by Cho to get back into the game.

Incidentally, blocking at A instead of extending to 84 will result in the sequence through 16 in Dia. 8, after which the white group in the lower right dies.



Dia. 8

With 83 and 85, Black continues his attack, gaining profit as he does. According to Yoda, from the perspective of shape, 87 should be at 88, but he thought that 87 was good enough in view of its territorial value. The pros following the game also commented that it was a typical way of playing for Yoda who does not like to lose territory while attacking.

At any rate, it does not influence the general flow of the game and, at this point in the game, both players agree that Black is leading. By getting whipped around with 91 and 93, White gets a terrible position.

After that, Yoda rounds out the game by avoiding all danger.

Looking back on the third game, Yoda said, 'From the first day I already felt that my position was not bad. I started smelling victory while attacking at the lower edge.' On the other hand, Cho declared, 'It was a complete failure, a decisive loss. Invading Black's moyo was a difficult task — I had no idea how to start. I believe there was a better way, though. My play in this game was bad.'

This game ended at 15:31 pm, unusually early for a game like this. With this game, Yoda upped his score to two wins to one loss, and the match entered the middle stage.

Black wins by resignation.

Black: 6 hours 29 minutes; White: 6 hours 4 minutes

(Translated from *Monthly Go World*, November 2004.)

Game Four

White: Yoda Norimoto Meijin

Black: Cho U Honinbo

Played in Sapporo, Hokkaido on October 13 and 14, 2004.

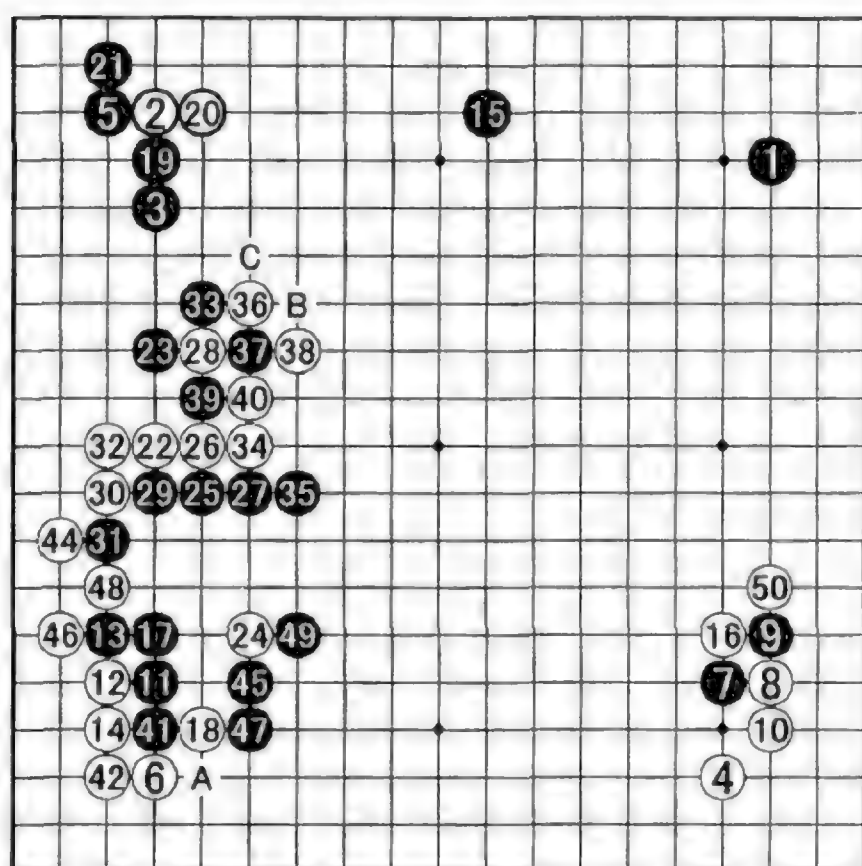


Figure 1 (1–50)
43: connects at 28

Figure 1 (1–50). An unusual opening

This game was played in Meijin Yoda's hometown, Sapporo in Hokkaido. The moves through 3 have become a standard opening for these players. The 4–6 combination is rarely played, and, after Black has played two high approach moves with 7 and 11, the whole-board position doesn't look good for White. On the other hand, after White 4, playing at A instead of 5 looks better.

Because Black goes for territory with 19 and 21, White invades the left side with 22, which starts a long battle on the left.

Take note of White 24: this move is superior to simply jumping to 34. This is the pro's take on this situation, which is grounded in the idea that a single weak group won't die. This is especially true

when the opponent's surrounding stones are not so strong either. That brings us back to White 24 — it makes territory while cutting off Black's escape route, further weakening Black's stones, and thereby supporting White 22 indirectly.

In this kind of situation, Black 25 is the usual move, and the moves through 33 seem natural. The sequence from White 34 through 40 is a good combination. Threatening to start a ko, Black plays 41. If White connects at A, Black cuts at B and the ko begins. During the ko fight, White will be handicapped by Black's ko threats at 42. That is the reason White plays there. Probably sensing a slight moral victory, Black next connects with 43. However, this is too passive. He should have played at C, forcing White to link up at B.

The exchange of 44 through 49 is hard to explain to amateurs. However, one of a pros's strongest features is 'kiai', or fighting spirit. In this case that means neither player submits to the other's moves and each goes his own way. Yoda expressed satisfaction with the resulting position.

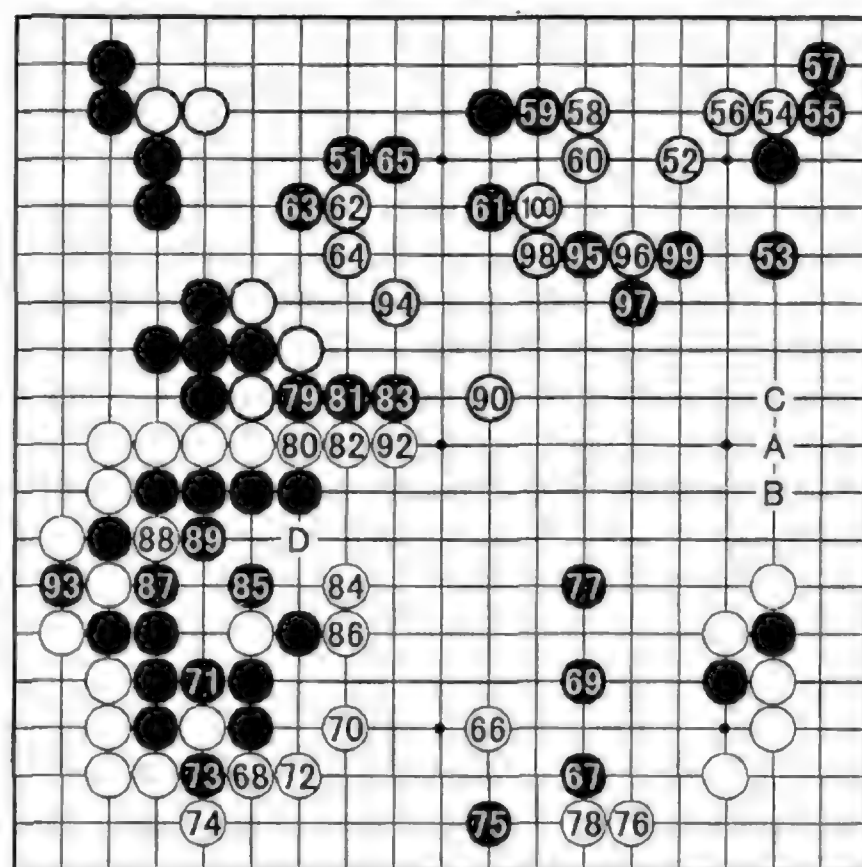
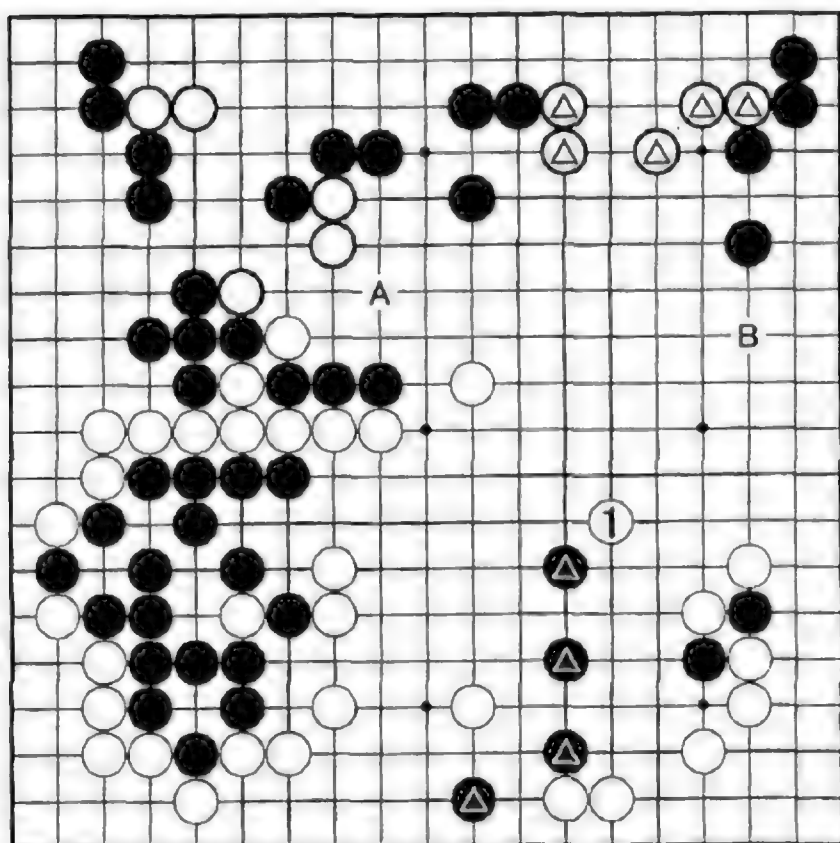


Figure 2 (51–100)
91: captures the marked stone

Figure 2 (51–100). A regrettable move

Black 63 is the last move played on the first day, and White 64 is the sealed move. Black 65 is the natural defense. White 66 is a good move, but there was no reason for Black to panic and invade immediately at 67. Instead, it is better to extend to A or B. Since he is weak in the upper right, White cannot afford to invade (around C), so the right side will most likely become Black's territory, and the territorial balance will remain intact.

White plays 68 through 74 to take pressure off his stone at 66 while weakening Black's group on the left. Since he feels that he is behind, Cho starts a fight by cutting at 79. The effects of Black's stones having been weakened become apparent after the sequence through Black 83. White now plays 84 and 86, building thickness and isolating Black's stones in the lower right. After 89, White can start a ko by playing at D. However, before starting the ko, White creates ko threats with 90, threatening to start the ko. To make it worth his while, Black has to capture with 91 and 93 as well. In the meantime, White builds even more thickness with 92.



Dia. 1

Next, White has the chance to decide the game, but instead Yoda chooses a conservative move with 94, thereby giving Black a chance to launch an attack with 95 to 99. After the game, Yoda expressed deep regret over 94 and commented he should have played 1 in *Dia. 1*. By attacking Black's marked stones, White will build influence on the right and in the center, which also helps White's marked stones. It is likely that White will keep sente during this attack, after which he can still decide to play A or B, whichever becomes more important at that point.

Being able to wage a battle with 95 gives the challenger time to breathe.

Figure 3 (101–150). The hunt is on.

Once his rhythm is disturbed, Yoda doesn't recover easily. In this figure his position is turned upside down. Instead of playing 16, White should

have made unconditional life by immediately playing at 18—Black 17—White 19. In the game, life is guaranteed by virtue of the hanekomi at A. In other words, if White omits 26, Black can kill White's stones with the sequence through 17 in *Dia. 2*. Looking at this diagram, the reason why White plays 26 becomes clear.

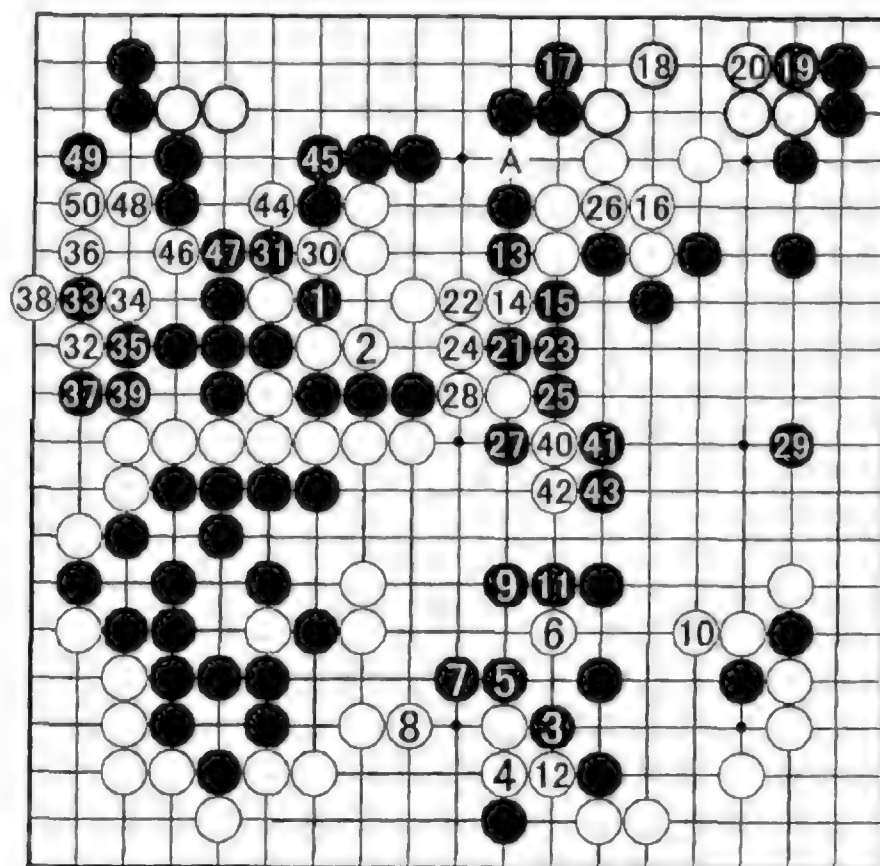
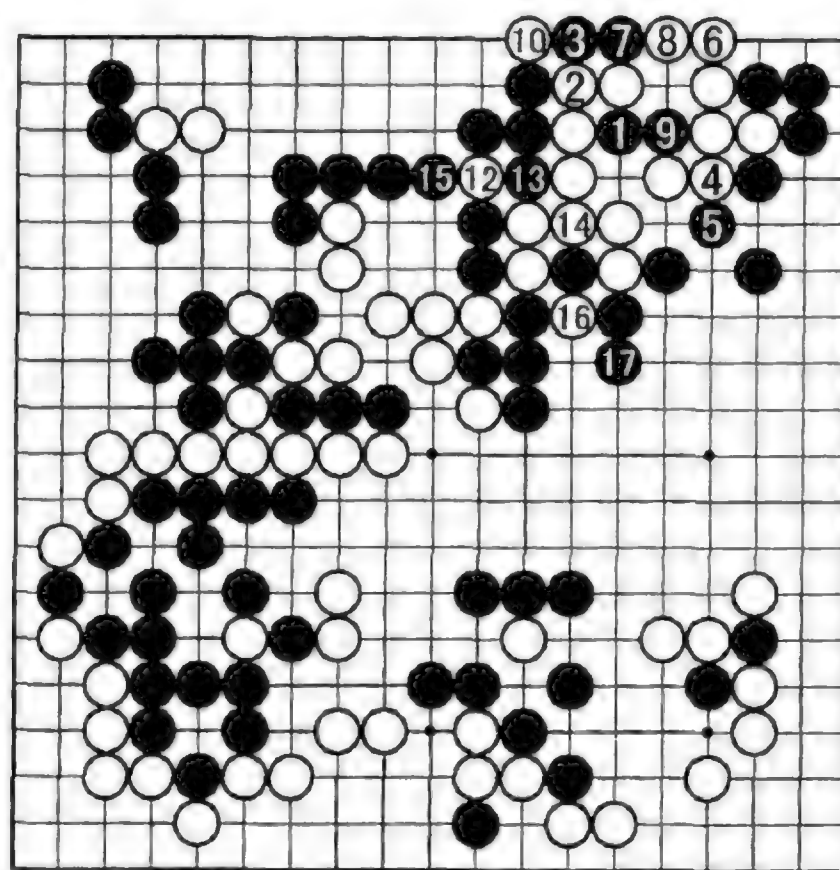


Figure 3 (101–150)



Dia. 2

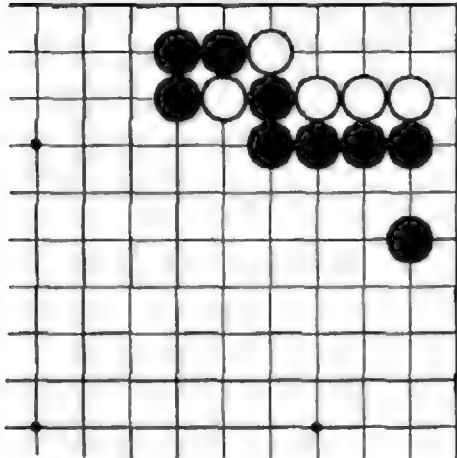
However, this costs a tempo and when Black extends to 29, he finds himself taking the lead. Still, the game is far from over. Black goes on to block at 33. This inevitably results in a ko. Before starting the ko, White plays a few forcing moves with 40 through 44. However, no matter how White plays, he needs extra reinforcement in the center.

Continued on page 56.

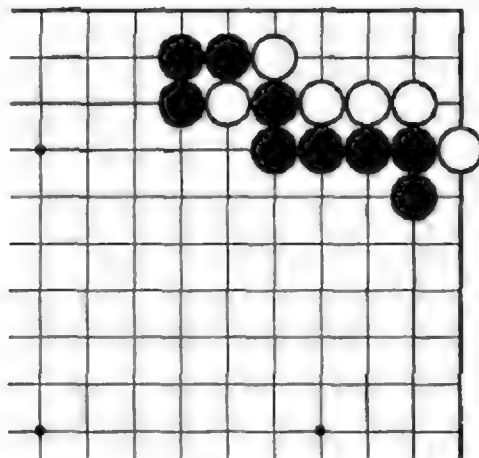
Life-and-Death in the Corner

Some Basic Positions

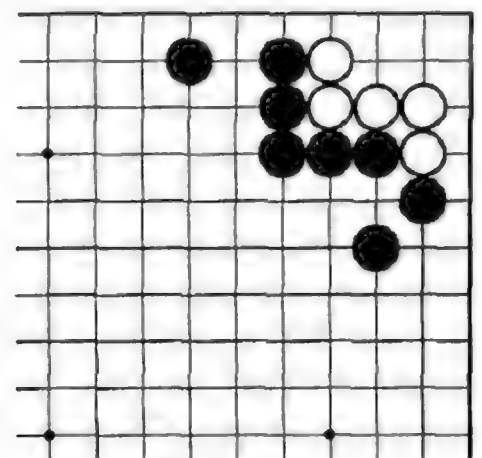
Here are 12 life-and-death positions which arise from corner invasions. A dan player should be familiar with them and be able to play correct moves when confronted with any of them in a game. Answers start on the next page.



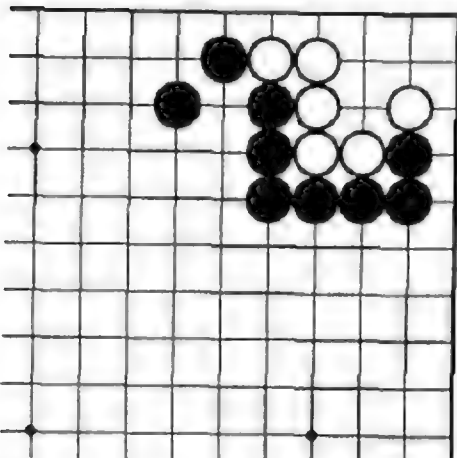
Problem 1. White to play and live.



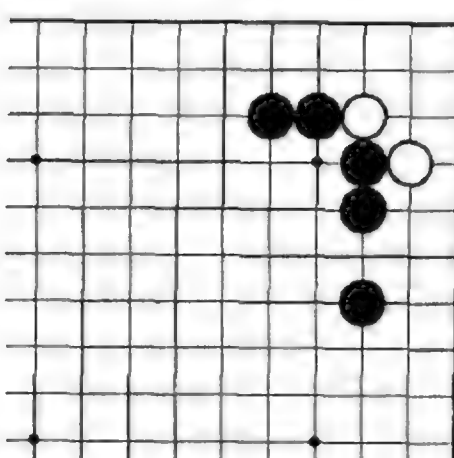
Problem 2. White to play and live.



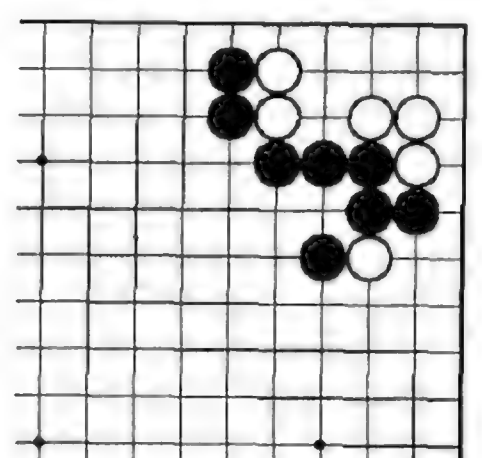
Problem 3. White to play and live.



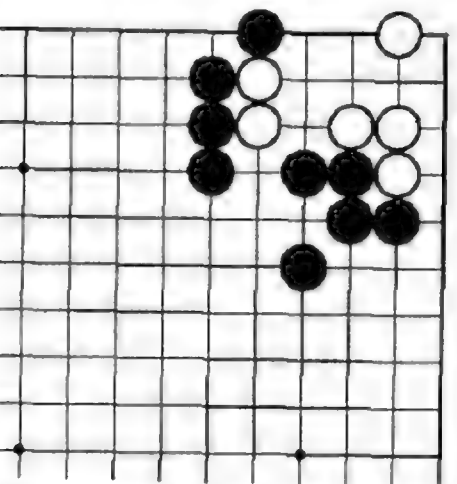
Problem 4. Black to play and kill the white stones.



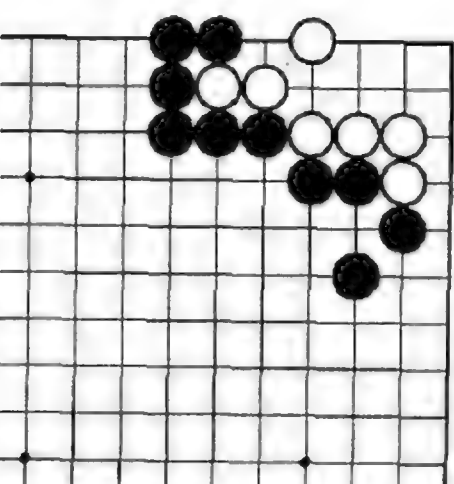
Problem 5. White to play and live.



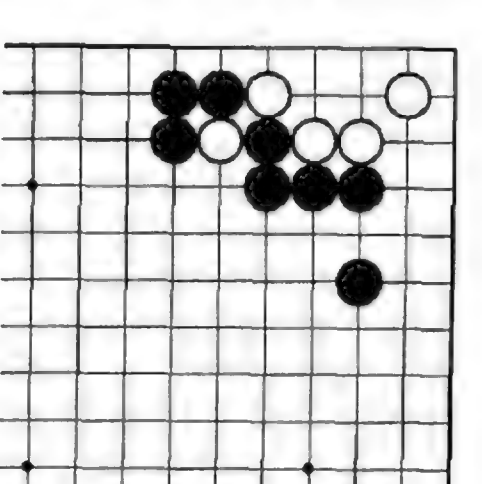
Problem 6. Black to play and kill the white stones.



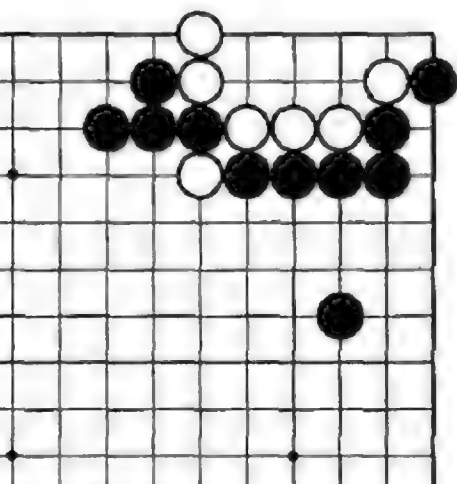
Problem 7. Black to play and kill the white stones.



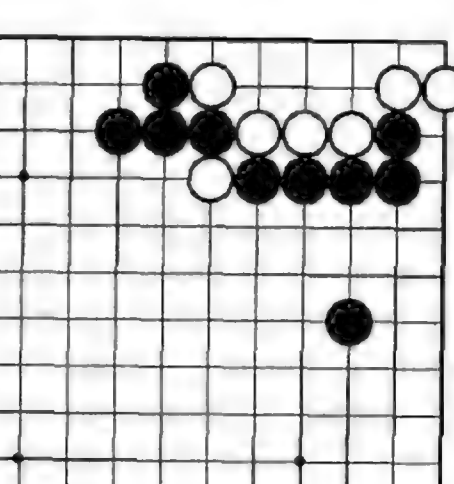
Problem 8. Black to play and kill the white stones.



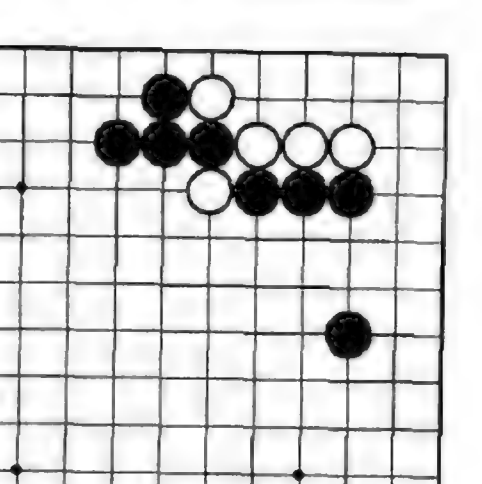
Problem 9. Black to play and kill the white stones.



Problem 10. White to play and live.



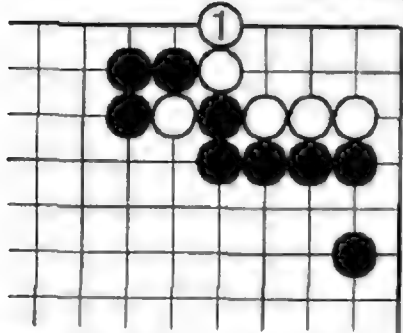
Problem 11. Black to play and kill the white stones.



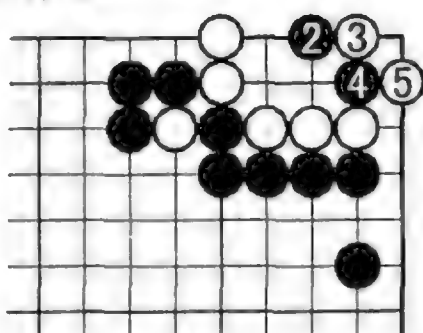
Problem 12. Black to play and kill the white stones.

Life-and-Death in the Corner: Answers

Problem 1



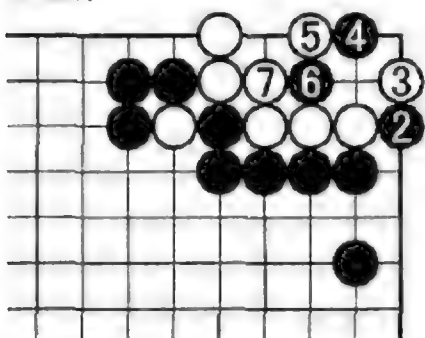
Dia. 1. Correct answer



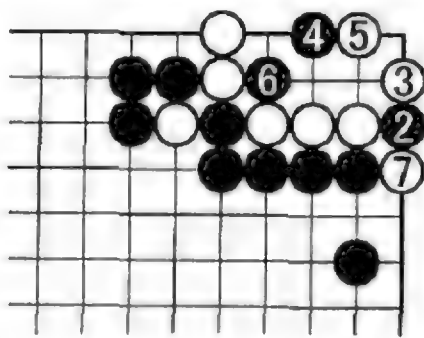
Dia. 2. Continuation

Dia. 1. Descending to White 1 is the only way the white stones can live.

Dia. 2. If Black makes a placement at 2, White 3 and 5 are the correct order of moves. The result is a ko.



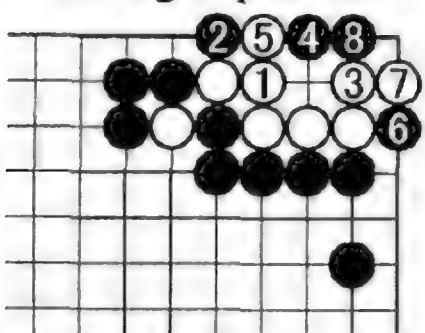
Dia. 3. Variation



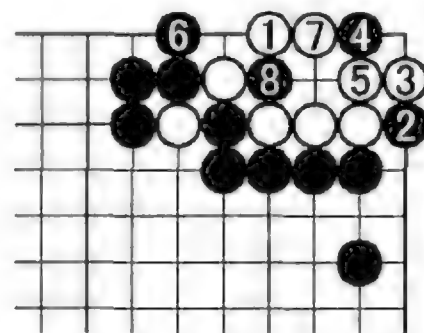
Dia. 4. Black's failure

Dia. 3. The hane of Black 2 also leads to a ko, and the amount of territory is the same. However, White has made more moves in the process. The ko in *Dia. 2* is better for Black.

Dia. 4. After the exchange of 2 for White 3, Black 4 is a mistake. After White 7, Black can capture the two stones on the left, but the main body of White's group is alive.



Dia. 5. White dies 1

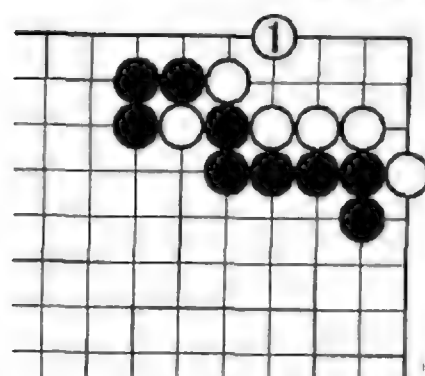


Dia. 6. White dies 2

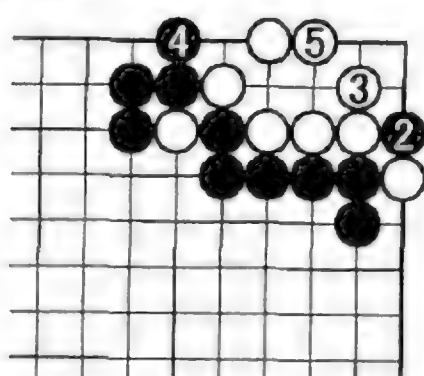
Dia. 5. If Black solidly connects with 1, Black kills the white stones outright with the sequence to 8.

Dia. 6. The diagonal connection of White 1 also leads to the death of the white stones, as the sequence to Black 8 shows.

Problem 2



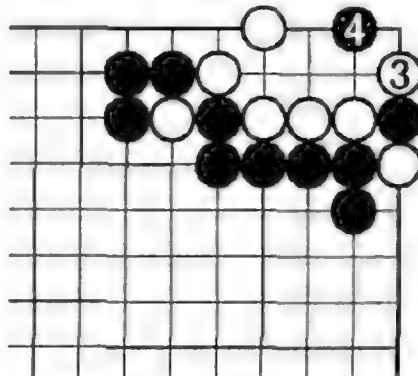
Dia. 1. Correct answer



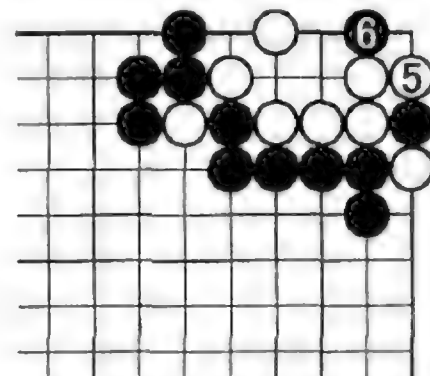
Dia. 2. Continuation

Dia. 1. The diagonal connection of White 1 is the correct move in this position.

Dia. 2. If Black throws in a stone with 2, turning with White 3 is the only move. After the exchange of Black 4 for 5, White is unconditionally alive.



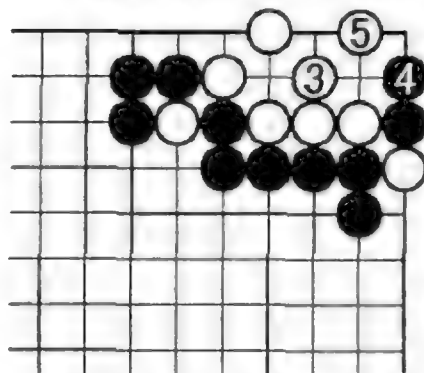
Dia. 3. White dies 1



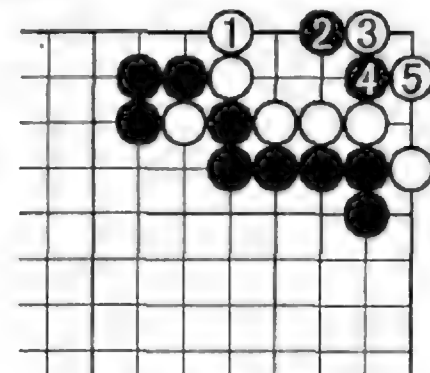
Dia. 4. White dies 2

Dia. 3. After Black 2 in *Dia. 2*, capturing with 3 is a mistake. The placement of Black 4 kills the white stones.

Dia. 4. Instead of White 5 in *Dia. 2*, capturing with 5 here is another mistake. The placement of Black 6 kills the white stones.



Dia. 5. Alive, but...

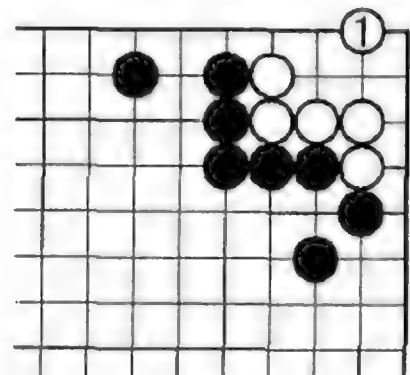


Dia. 6. Failure

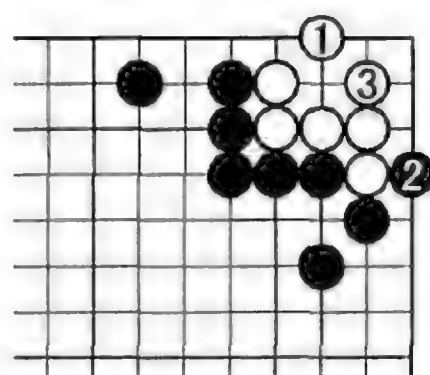
Dia. 5. White could also live with 3, but after 5, he has one point less territory than in *Dia. 2*.

Dia. 6. Descending to White 1 leads to a ko, albeit a two-step one. Living outright, as in *Dia. 2*, is preferable to a ko of any kind.

Problem 3



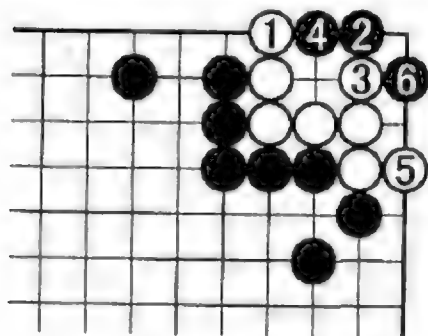
Dia. 1. Correct answer



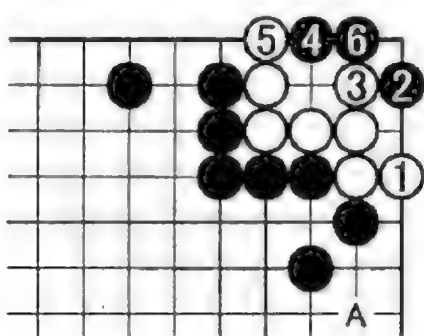
Dia. 2. Continuation

Dia. 1. White lives by playing on the vital 2-1 point. He gets six points of territory.

Dia. 2. White's stones can also live with the diagonal connection of 1. However, White gets only four points of territory here.



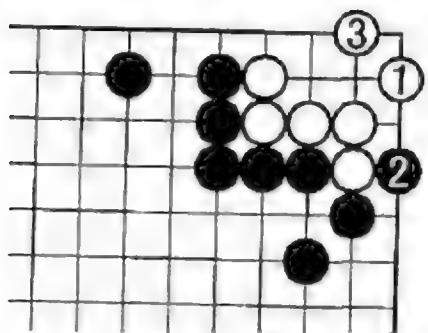
Dia. 3. Seki



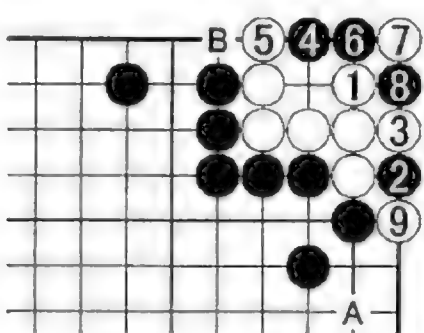
Dia. 2. Also seki, but...

Dia. 3. White could also live by descending to 1, but Black can turn the corner into a seki with the sequence to 6.

Dia. 4. Descending to White 1 on the right side also results in a seki with the sequence to Black 6. However, White might play this way if a forcing move at A had some value.



Dia. 5. Alive, but...

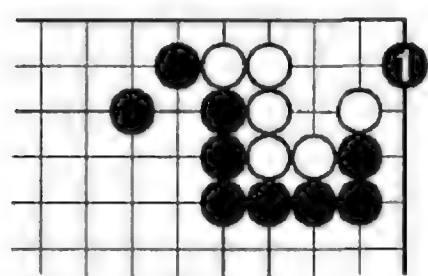


Dia. 6. Ko

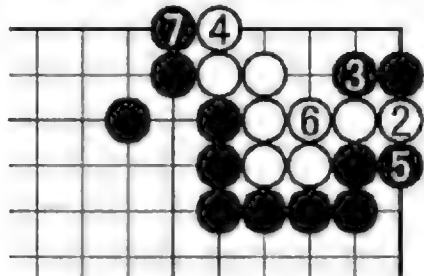
Dia. 5. The diagonal move of White 1 is inferior to Dia. 1. White has only four points of territory instead of six.

Dia. 6. White can also live with 1, but this move is fraught with danger. (Against Black 2, living with White 3 at 4 is possible, but this would be a submissive way of playing.) After 9, White's stones are safe, but, if Black can play a stone around A in the course of a game, then play another at B, White can live only by fighting a ko.

Problem 4



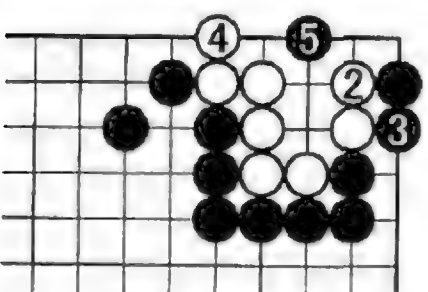
Dia. 1. Correct answer



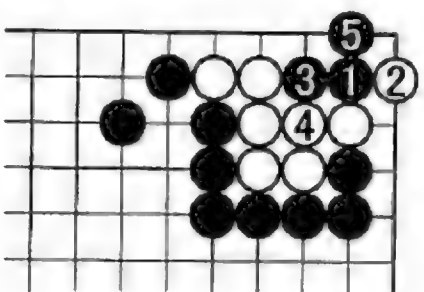
Dia. 2. Continuation

Dia. 1. The placement of Black 1 is the correct move.

Dia. 2. After the exchange of 2 for Black 3, White expands his eye space with 4, but, after 5 and 7, Black wins the capturing race.



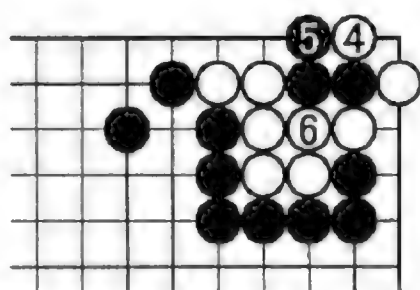
Dia. 3. Variation



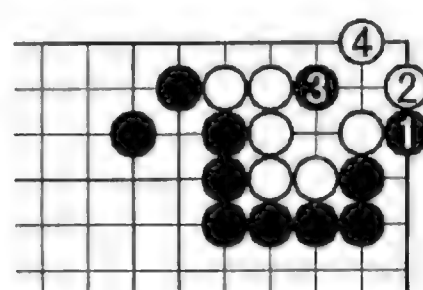
Dia. 4. Black's failure 1

Dia. 3. White 2 is a vital point, but, when Black links up with 3, White doesn't have enough room to make two eyes.

Dia. 4. At first glance, Black 1 seems like the killing move. Moreover, after Black 5, White ends up with a dead eye space. However, White 4 is a mistake.



Dia. 5. Black's failure 2

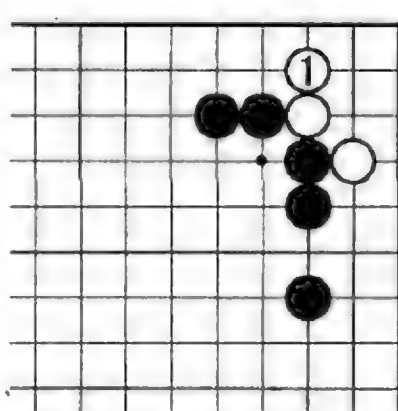


Dia. 6. White is alive

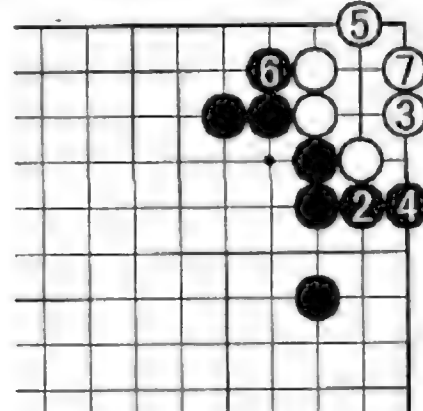
Dia. 5. White should play 4. After 6, White can get a ko. This is the correct way to defend against Black 3 in Dia. 4.

Dia. 6. Black 1 and 3 are a flashy combination, but it doesn't work. White is unconditionally alive, and Black cannot turn the corner into a ko.

Problem 5



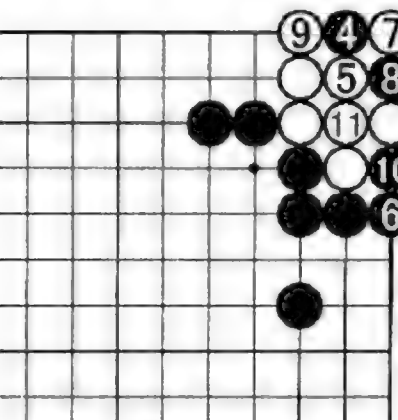
Dia. 1. Correct answer



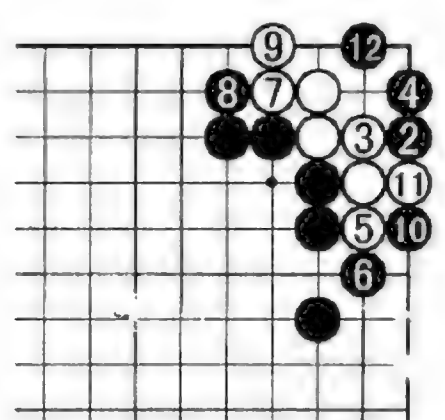
Dia. 2. Continuation

Dia. 1. White should descend to 1.

Dia. 2. After Black 2, White makes two eyes with the sequence to 7.



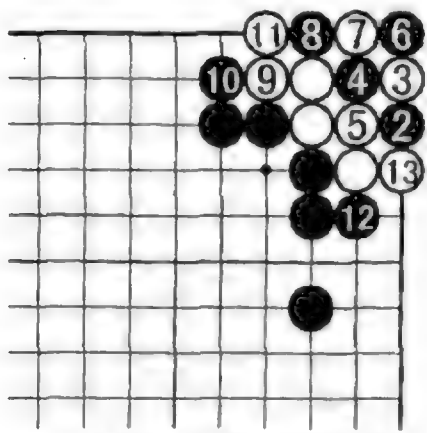
Dia. 3. Variation



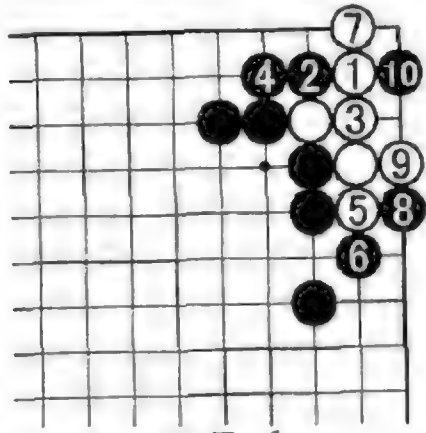
Dia. 4. Black's failure

Dia. 3. Instead of 4 in Dia. 2, if Black makes the placement of 4 here, White plays 5 and 7. After White 9, Black can't connect at 7 because it would be suicide (*oshi-tsubushi*). If White 7 at 10, Black plays at 8, resulting in a ko.

Dia. 4. Black could violently attack with the placement of 2. White 3 is a bad answer. After the sequence to 12, the white stones are dead because Black has created a bent-four-in-the-corner shape.



Dia. 5. Double ko

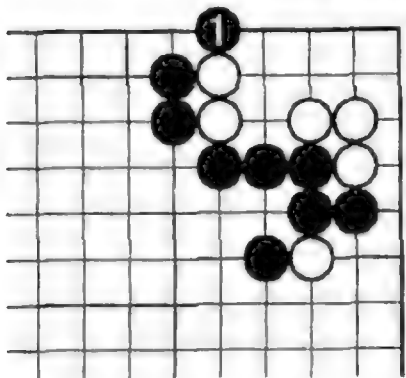


Dia. 6. Failure

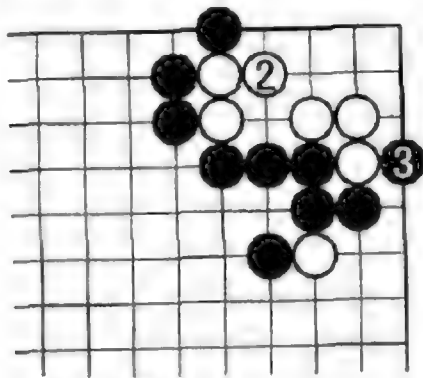
Dia. 5. After the placement of Black 2 in Dia. 4, the attachment of White 3 here is the correct response. With the sequence to 13 White gets a double ko, so his stones are alive.

Dia. 6. White cannot live with the diagonal connection of 1. After the sequence to 9, White doesn't have enough space to make two eyes. Black 10 kills the white group.

Problem 6



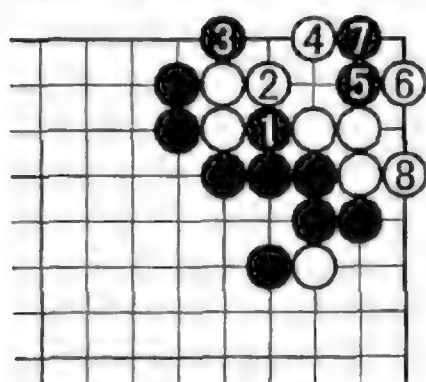
Dia. 1. Correct answer



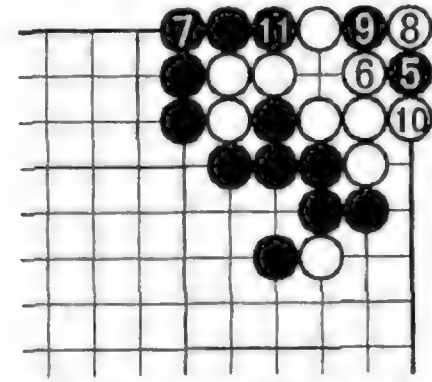
Dia. 2. Continuation

Dia. 1. The hane of Black 1 is the correct answer.

Dia. 2. If White draws back with 2, Black hanes with 3 and White doesn't have enough space to make two eyes.



Dia. 3. Failure



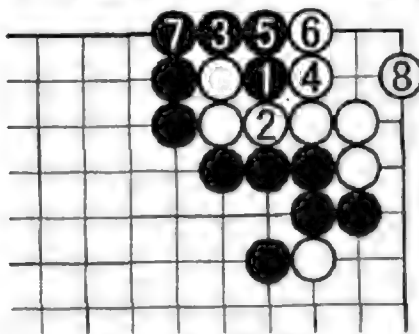
Dia. 4. Cutting off the tail

Dia. 3. Pushing in with 1 is an overplay. Now the hane of Black 3 doesn't work. White lives with the sequence to 8. If Black 7 at 8, White makes two eyes with 7.

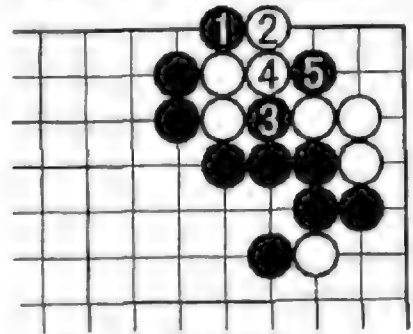
Dia. 4. Instead of 5 in Dia. 3, Black might play 5 and 7 as here. In this case, White will play the sequence to 12 (at 8), letting Black capture three stones at the tail of his group, but getting two eyes for the rest.

Dia. 5. The clamp of Black 1 fails. The sequence to Black 7 is inevitable. After 8, White is alive.

Dia. 6. If White answers the hane of Black 1 by blocking with 2, Black kills the white stones by cutting through with 3 and 5. But Black must not play 3 at 4. If he does, White can get a ko by connecting at 3.

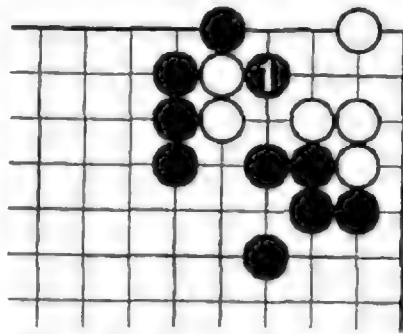


Dia. 5. Failure

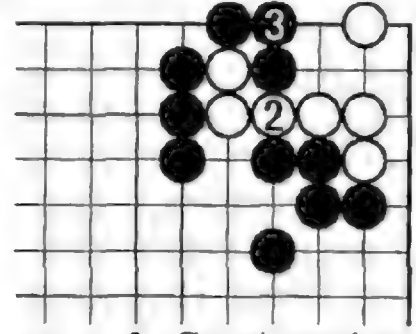


Dia. 6. Variation

Problem 7



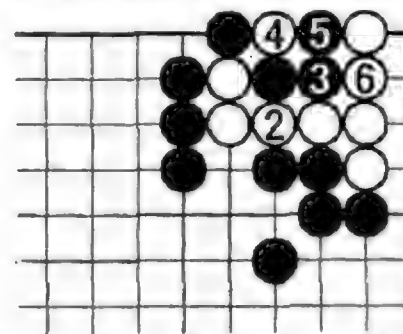
Dia. 1. Correct answer



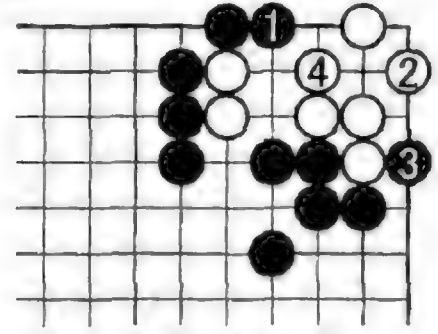
Dia. 2. Continuation

Dia. 1. This time the hane of Black 1 is the tesuji.

Dia. 2. White connects with 2, but, after Black 3, the white stones are dead.



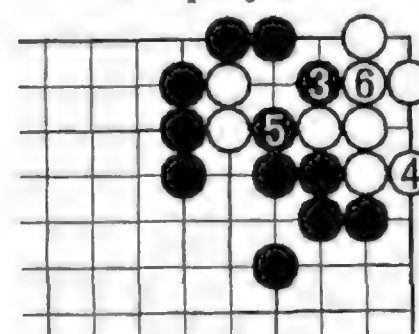
Dia. 3. Failure 1



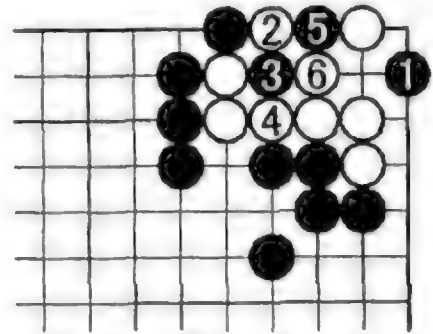
Dia. 4. Failure 2

Dia. 3. Black must not crawl to 3. White will throw in a stone with 4, then atari with 6; three black stones will be captured.

Dia. 4. Black 1 looks like a good move, since it reduces White's eye space, but White falls back to 2. If Black 3, White gets two eyes when he plays 4.



Dia. 5. Failure 3

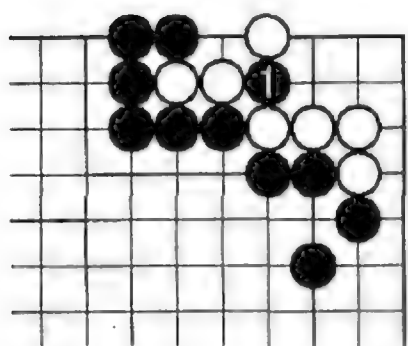


Dia. 6. Failure 4

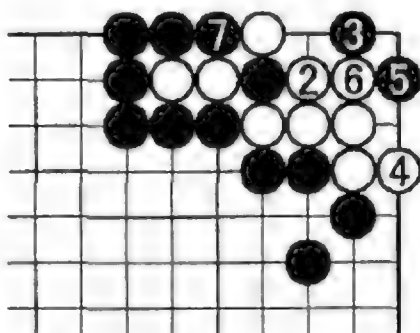
Dia. 5. Instead of 3 in Dia. 4, Black might play 3 as in this diagram. White would then make an eye with 4. Black can't play at 6 next—he first has to play 5—but White secures two eyes for his stones with 6.

Dia. 6. Black 1 is another vital point, but White plays the sequence to 6. Black can't connect with 7 at 2 because his stones are short of liberties.

Problem 8



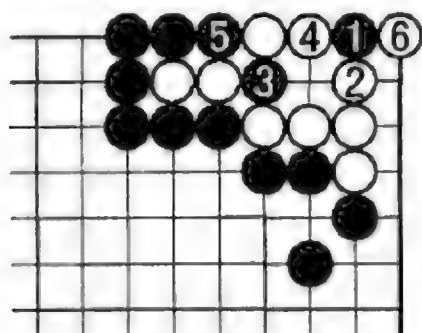
Dia. 1. Correct answer



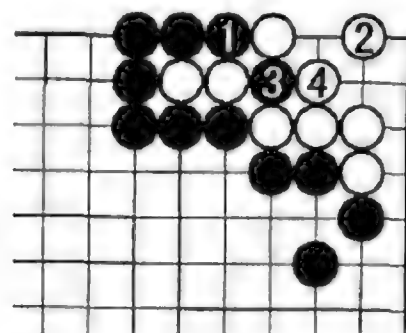
Dia. 2. Continuation

Dia. 1. Throwing in a stone with Black 1 is the tesuji.

Dia. 2. Capturing with 2 is the only reasonable move, but Black plays 3 and 5, killing the white stones by creating a bent-four-in-the-corner shape.



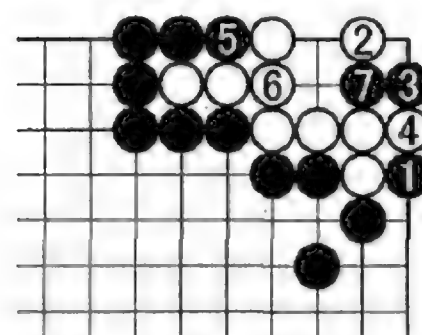
Dia. 3. Failure 1



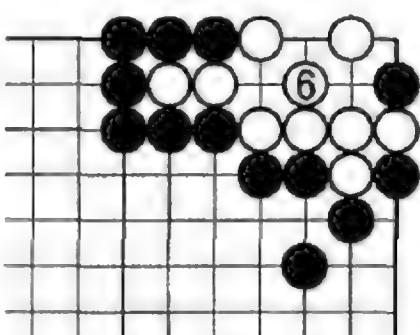
Dia. 4. Failure 2

Dia. 3. Black 1 is a vital point in this position, but White still lives with the main body of his stones with the sequence to 6, even though he loses two stones on the left.

Dia. 4. The atari of Black 1 also fails. White plays on the vital point of 2, and his stones are alive.



Dia. 5. Failure 3

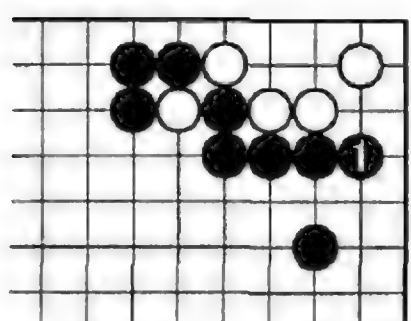


Dia. 6. Failure 4

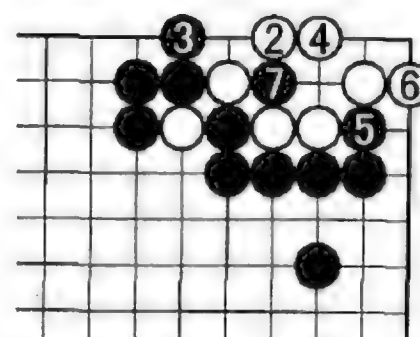
Dia. 5. Black might think that he can kill the white stones with the hane of 1. After Black 7, the white stones are dead. However, White 6 is a mistake.

Dia. 6. White 6 here is the correct move. The white stones are alive, so Black 1 in *Dia. 5* does not work.

Problem 9



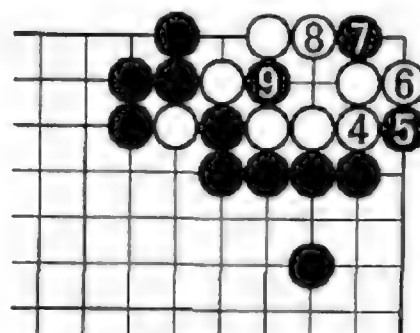
Dia. 1. Correct answer



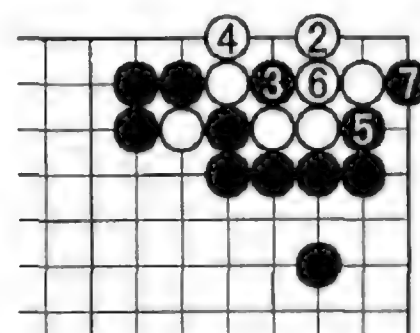
Dia. 2. Continuation

Dia. 1. Descending to Black 1 kills the white stones.

Dia. 2. If White makes the diagonal connection of 2, the sequence to Black 7 leaves White with only one eye.



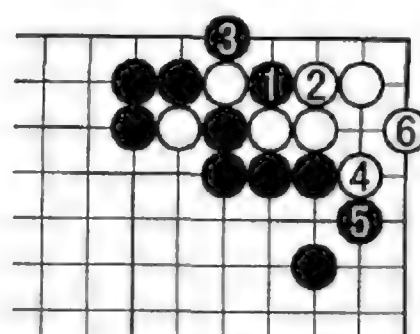
Dia. 3. Variation 1



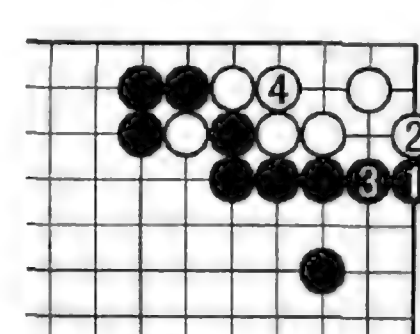
Dia. 4. Variation 2

Dia. 3. Instead of 4 in *Dia. 2*, White might play 4 as in this diagram. In this case, the sequence to Black 9 kills the white stones.

Dia. 4. Making a diagonal connection on the right with 2 doesn't help White either. After Black 7, White has only one eye.



Dia. 5. Failure 1

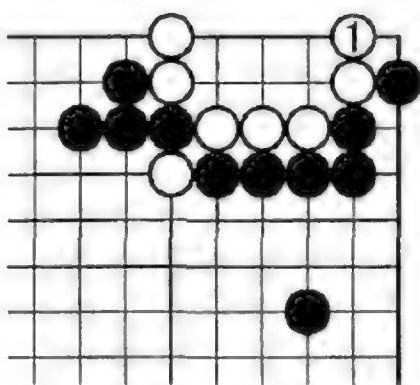


Dia. 6. Failure 2

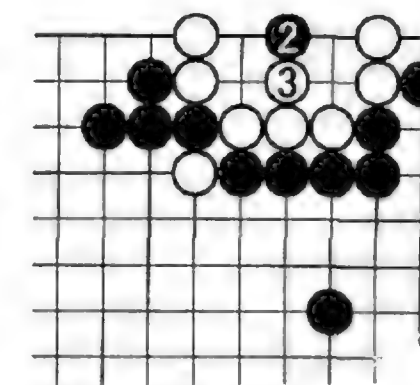
Dia. 5. Capturing a stone with 1 and 3 fails. White can get two eyes with 4 and 6.

Dia. 6. Jumping down to the first line with Black 1 is sometimes a useful tesuji. However, in this position, White has the diagonal attachment of 2. Black must connect with 3 and the white stones are alive after White 4.

Problem 10



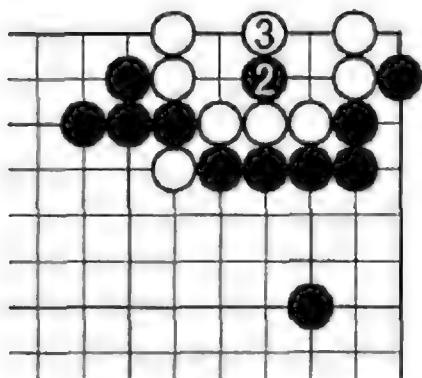
Dia. 1. Correct answer



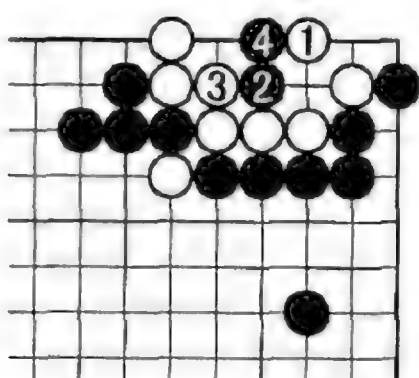
Dia. 2. Continuation

Dia. 1. Descending to White 1 creates the famous 'comb formation'.

Dia. 2. If Black makes a placement at 2, White lives with 3.



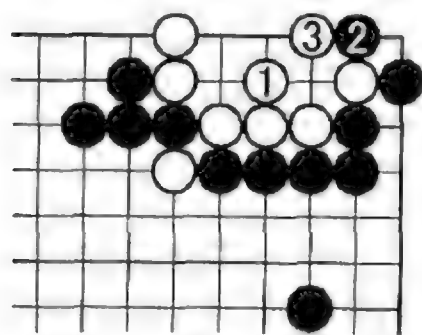
Dia. 3. Variation



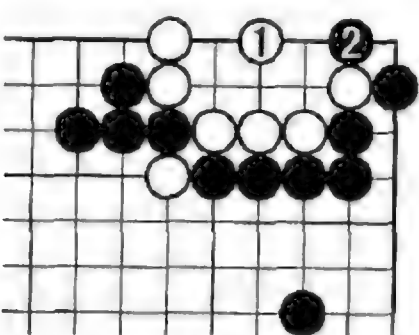
Dia. 4. Failure 1

Dia. 3. Black 2 also fails to kill the white stones. After 3, the points to the left and right of 2 are miai.

Dia. 4. The diagonal connection of Black 1 does not give White enough room to make two eyes. Black kills the white stones with 2 and 4.



Dia. 5. Failure 2

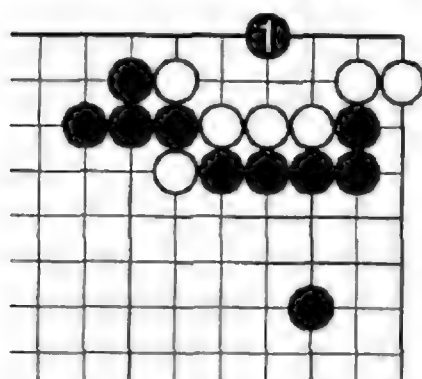


Dia. 6. Failure 3

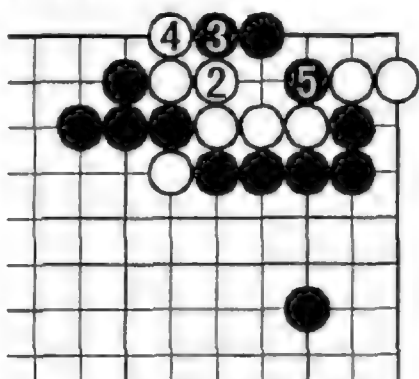
Dia. 5. If White immediately tries to make eye shape with 1, Black ataries with 2. After 3, White can live only by winning the ko.

Dia. 6. White 1 is even worse. Black 2 kills the white stones outright..

Problem 11



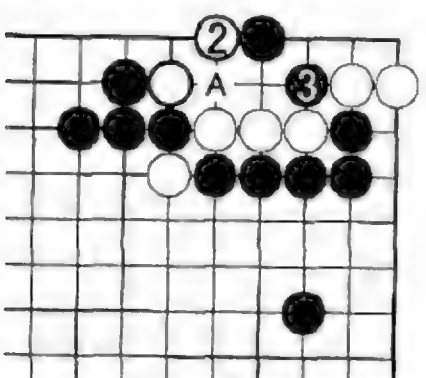
Dia. 1. Correct answer



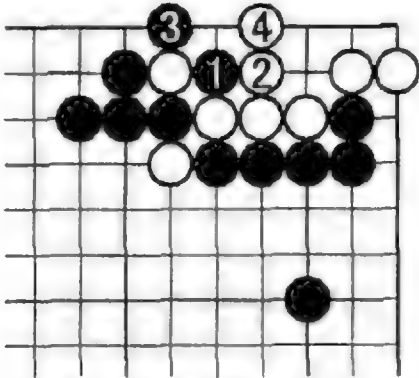
Dia. 2. Continuation

Dia. 1. The placement of Black 1 is the vital point.

Dia. 2. If White connects with 2, Black plays 3 and 5. White is short of liberties and he can't atari the black stones, so his own stones are dead.



Dia. 3. Variation

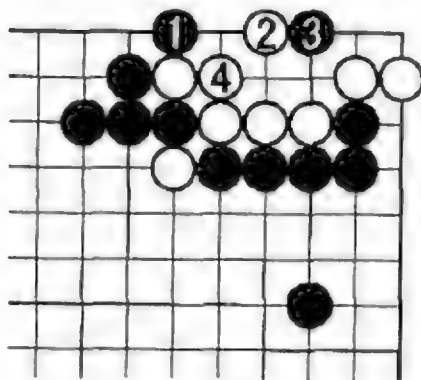


Dia. 4. Failure 1

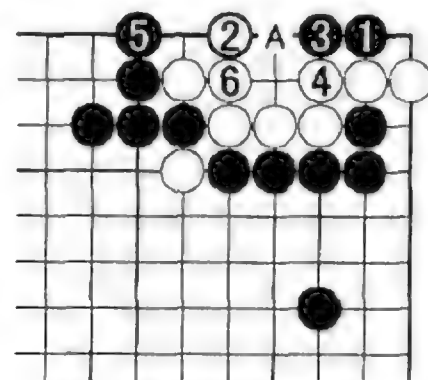
Dia. 3. If White makes the diagonal connection of 2, Black will cut with 3, threatening to

cut at A. If White connects at A, Black can play elsewhere and the white stones are still dead.

Dia. 4. Capturing with Black 1 and 3 fails. White's stones are alive after he plays 2 and 4.



Dia. 5. Failure 2

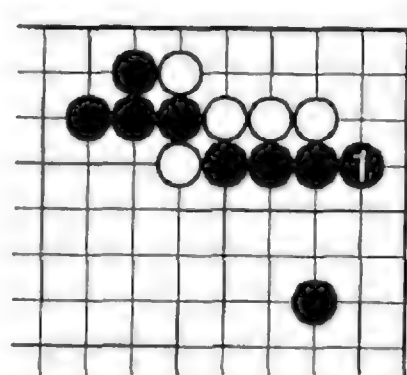


Dia. 6. Failure 3

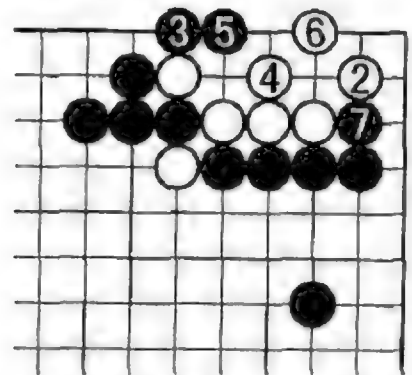
Dia. 5. If Black ataries underneath with 1, White takes the vital point of 2. If Black attaches with 3, White connects with 4 and his stones are alive. If Black 3 at 4, White connects. This is the position in Dia. 4.

Dia. 6. Black 1 also fails to kill the white stones. After the sequence to 6, Black turns the position into a seki if he plays at A, but he ends in gote.

Problem 12



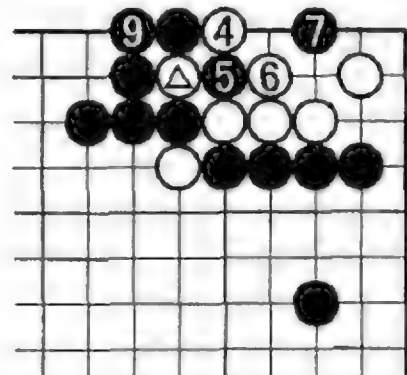
Dia. 1. Correct answer



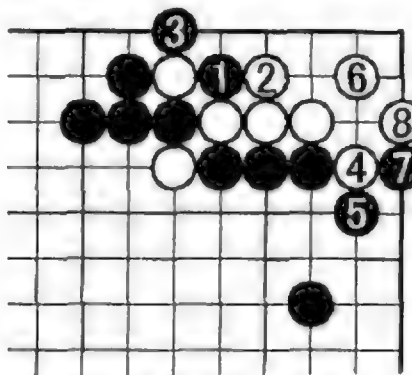
Dia. 2. Continuation

Dia. 1. Descending to Black 1 kills the white stones.

Dia. 2. If White 2, Black ataries with 3, then calmly extends to 5. After Black 7, White can't make two eyes.



Dia. 3. Variation



Dia. 4. Failure 1

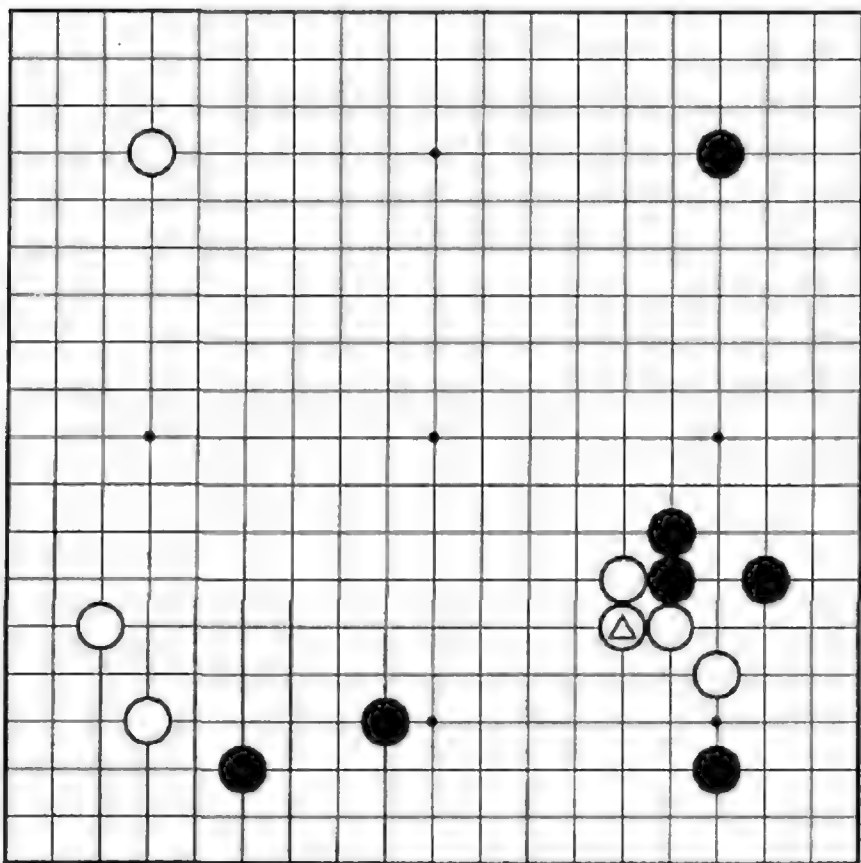
Dia. 3. Instead of 4 in Dia. 2, White might try to create a ko with 4 and 6. But, after Black 7 and 9, the white stones are dead. (8 at the marked stone)

Dia. 4. Capturing with Black 1 and 3 fails. White sets up a ko with the sequence to 8.

Continued on page 55

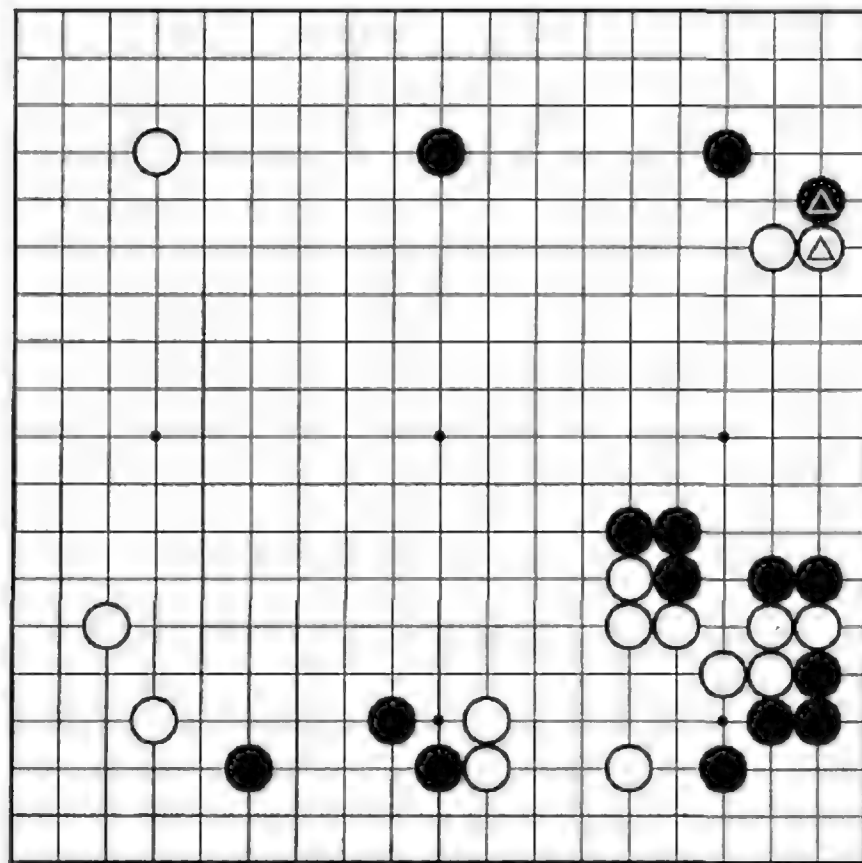
Four Opening Problems

Problem 1. Black to play



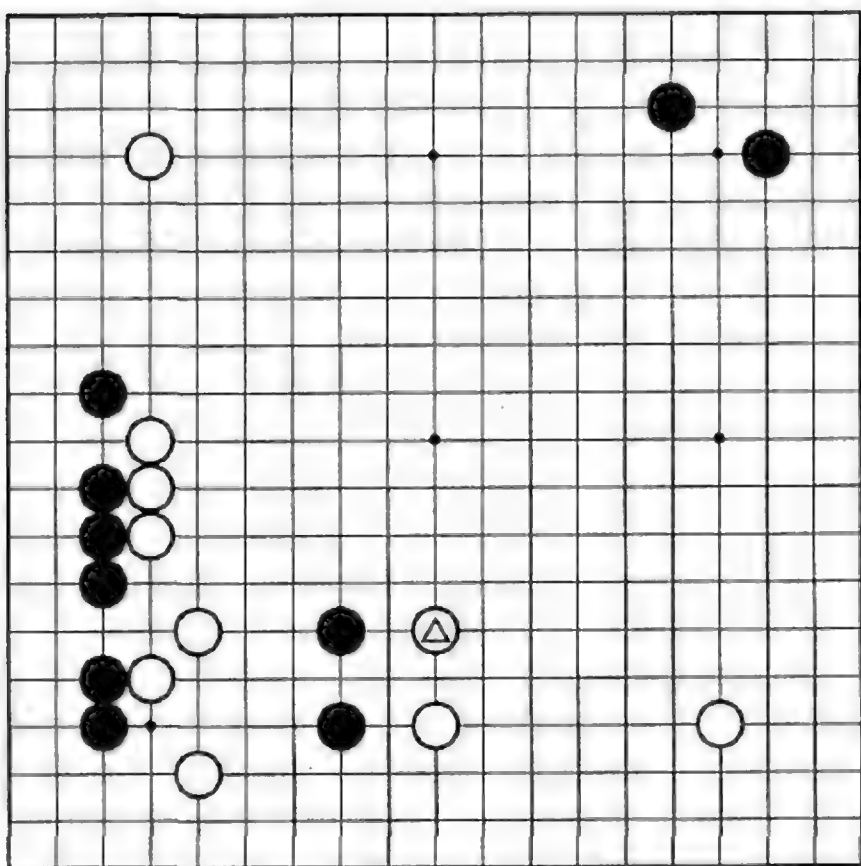
White has just connected with the marked stone. How should Black respond?

Problem 2. Black to play



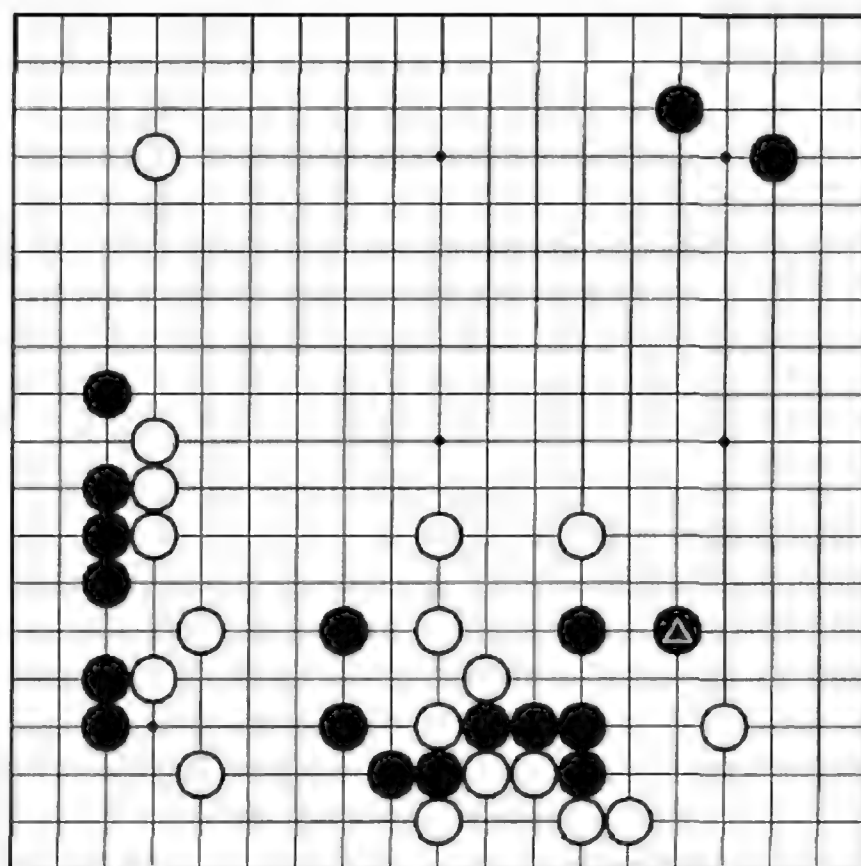
How should Black continue after the exchange of the marked stones?

Problem 3. Black to play



White has just jumped into the center with the marked stone. How should Black respond?

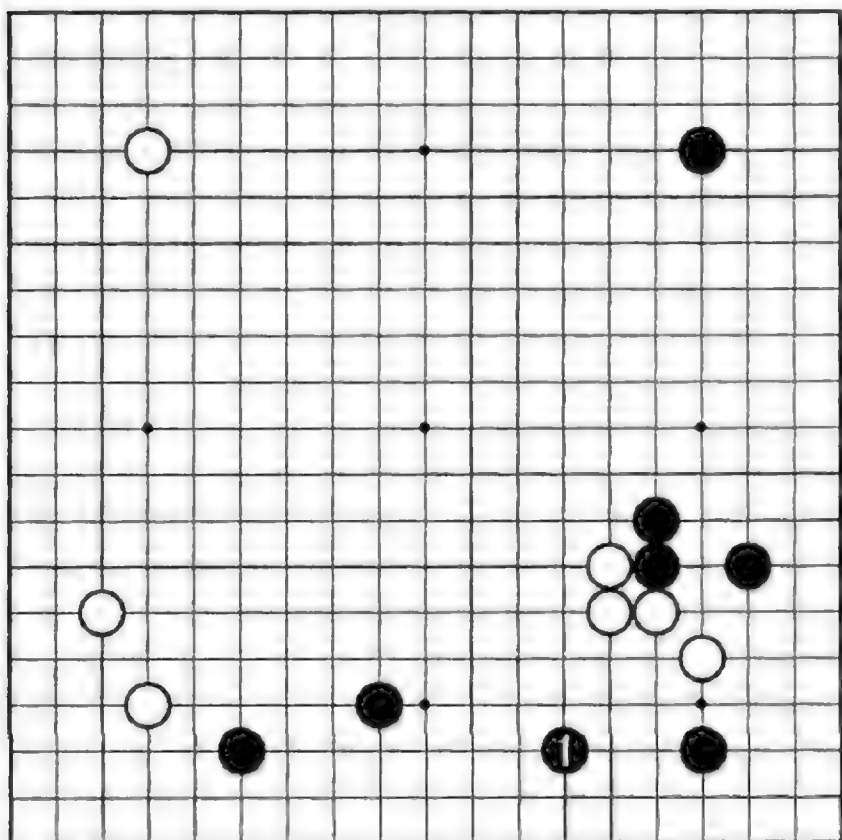
Problem 4. White to play



How should White respond when Black jumps with the marked stone?

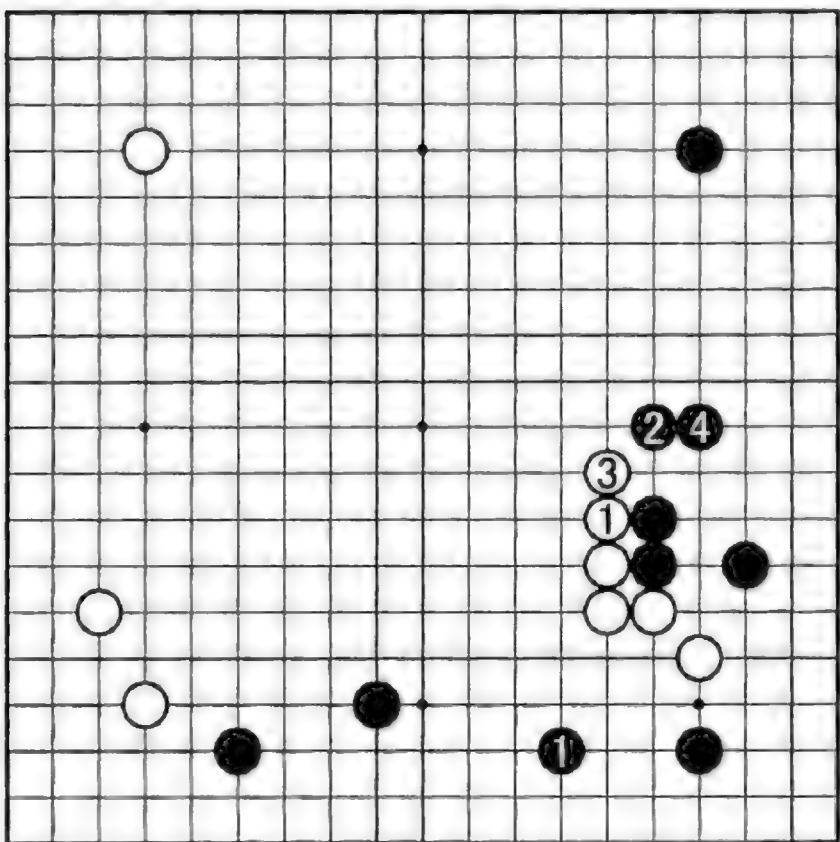
Answers begin on the next page.

Four Opening Problems: Answers



Problem 1. Correct answer

Black should extend to 1. Since White's stones are thick, it is more important to defend than to attack. Black can think about attacking once he has secured a base for his stones.

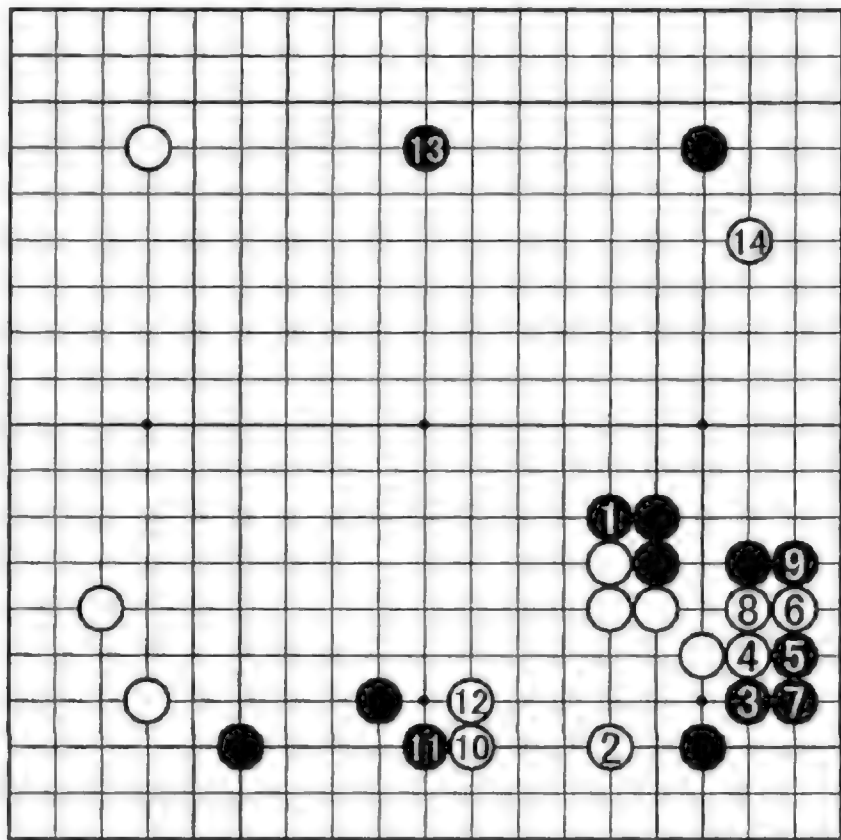


Problem 1. Continuation

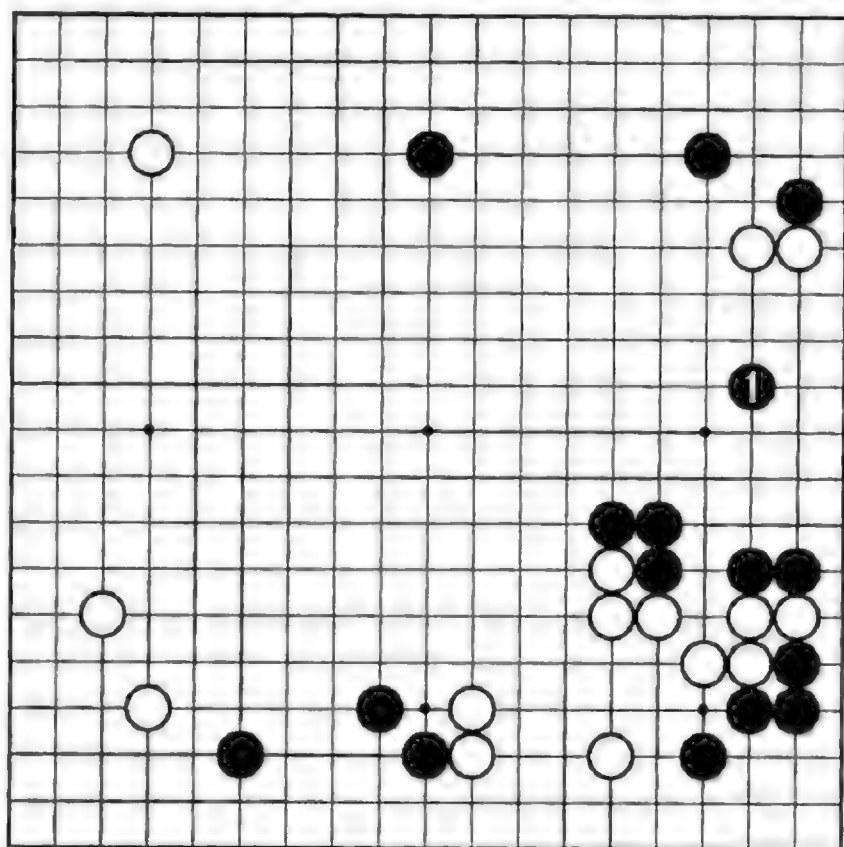
White strengthens his stones towards the center with 1 and 3, but Black starts to secure territory on the right side with 2 and 4. The area in the upper right is taking on the appearance of a moyo. White's stones may be thick, but at the moment they have no back-up to form a moyo.

Problem 1. How the game continued

In the game from which this problem was taken, Black turns at 1. His plan is to build a vast

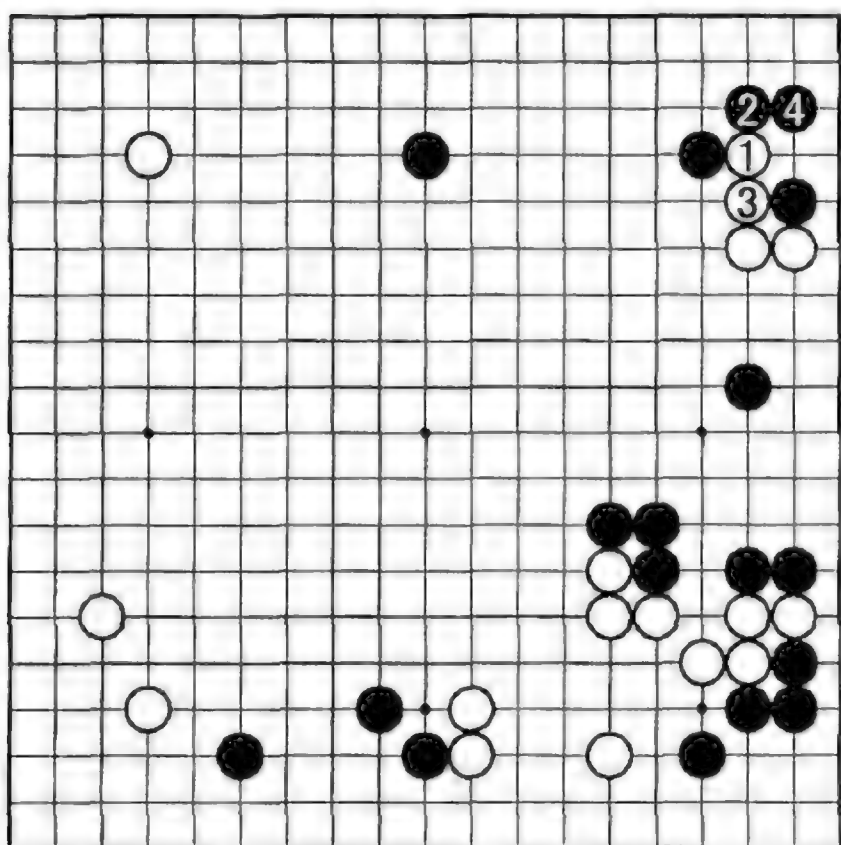


moyo in the upper right. However, White jumps down to 2 confining Black to the corner. Black lives with the sequence to 7, but when Black defends the right side with 9, White nimbly extends to 10, and establishes a position at the bottom with 12. Black now extends to 13. This is in line with his plan to build a moyo in the upper right part of the board. However, White foils this plan by jumping in with 14.



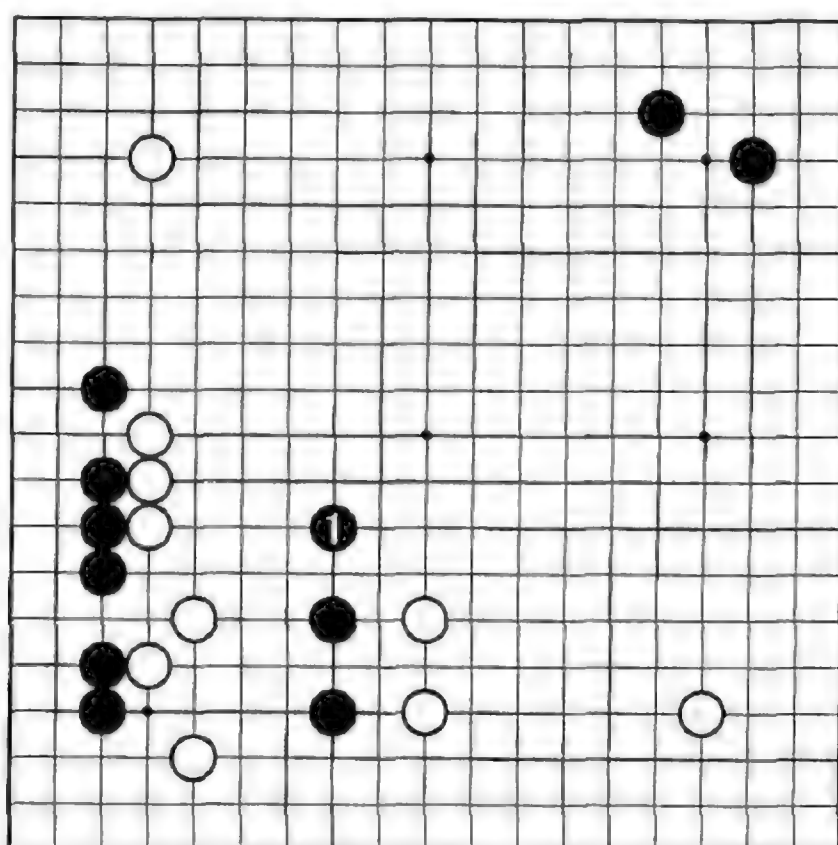
Problem 2. Correct Answer

The pincer of Black 1 is the strongest move. Even though the black stones below are thick, they are not yet secure. Once these stones are settled, Black can chase the white stones into the center and naturally secure territory at the top.



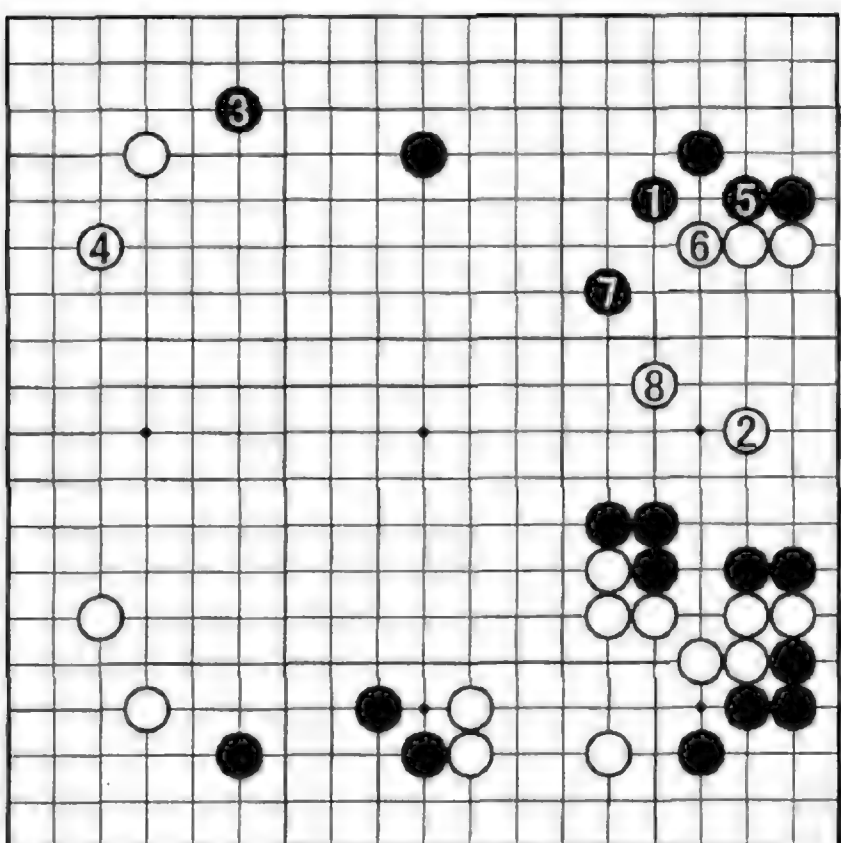
Problem 2. Continuation

Attaching across the knight's move with White 1 is a standard tesuji, but Black calmly answers with 2 and 4. Even if White captures the black stone, his own stones are still not alive, so he will have to run away into the center. After this, the direction of the fighting will be dictated by Black. His aim will be to secure the territory at the top while attacking White's vulnerable stones.



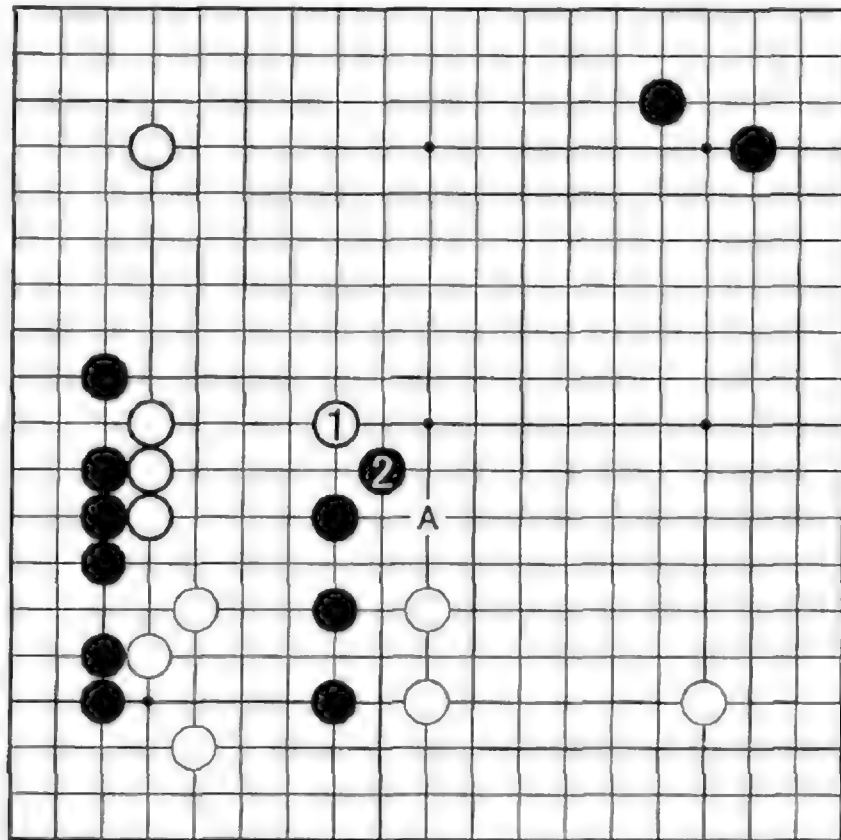
Problem 3. Correct Answer

There is a go proverb that advises 'The one-space jump is never bad.' White attacked the black stones while building a moyo at the bottom right. Black 1 is not only an effective counter against White, but it makes the three black stones strong. This helps neutralize the thick white position on the left.



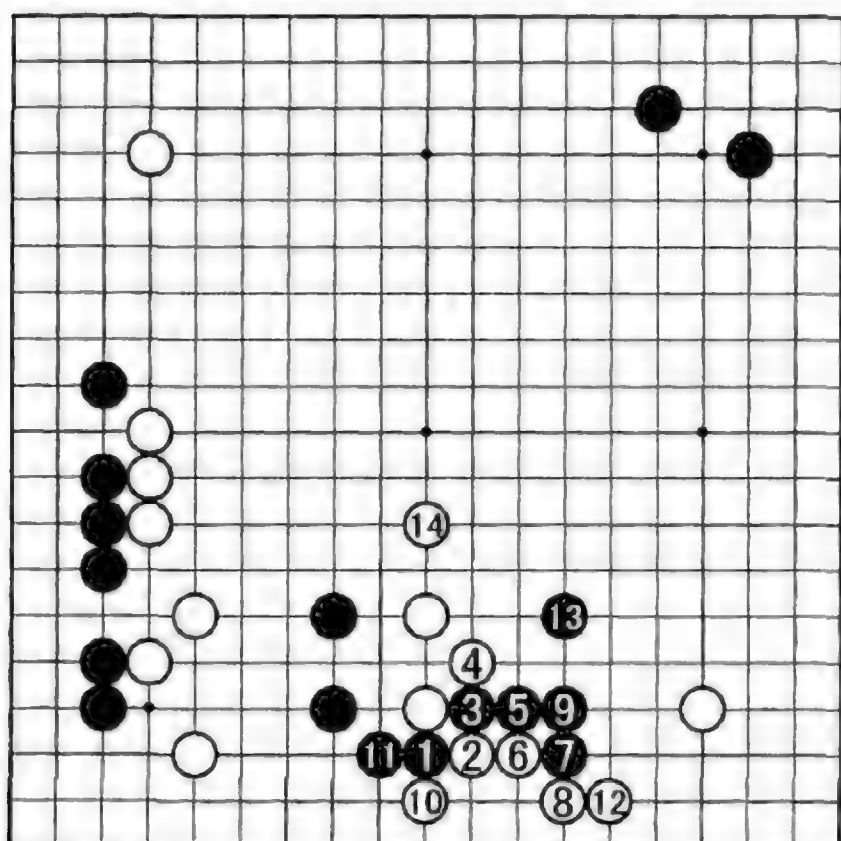
Problem 2. How the game continued

Black started to attack from the top with the diagonal move of 1. However, White settled his stones with the sequence to 8. Now that he secured his stones, he could consider aggressively attacking the top or aiming to attacking the five black stones in the lower left. White's position was quite promising.



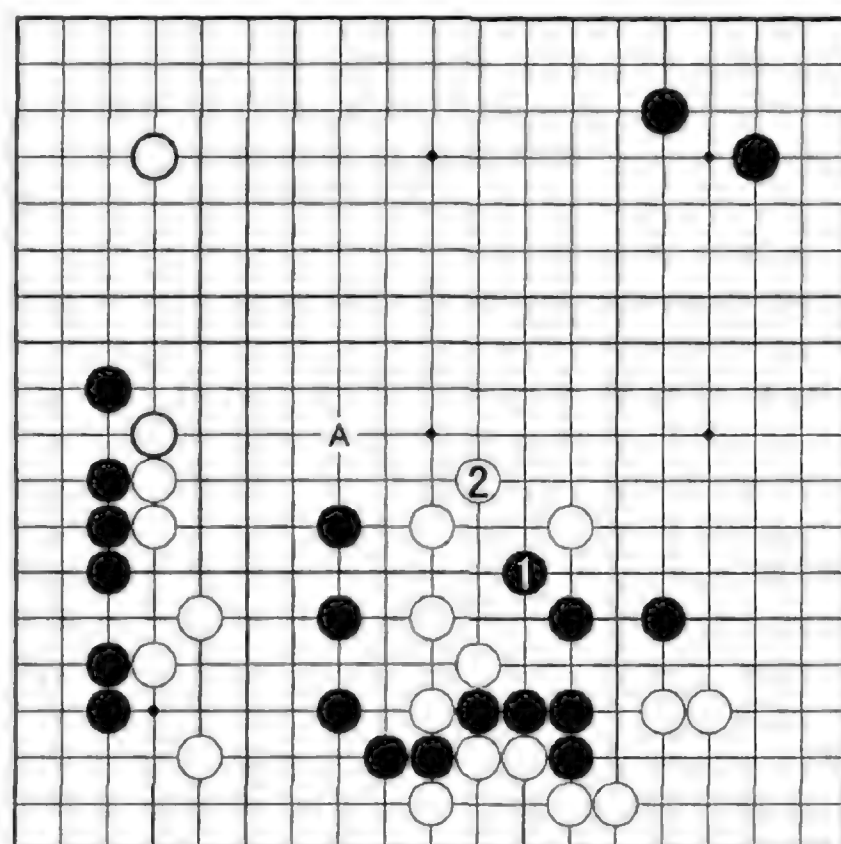
Problem 3. Continuation

The cap of White 1 attacks the black stones while defending the white stones on the left. Black naturally moves out into the center with the diagonal move of 2. Once Black's stones are out into the center, he can think of attacking White's moyo in the bottom right as well as the white stones on the left. If White plays 1 at A, Black will jump to 1.



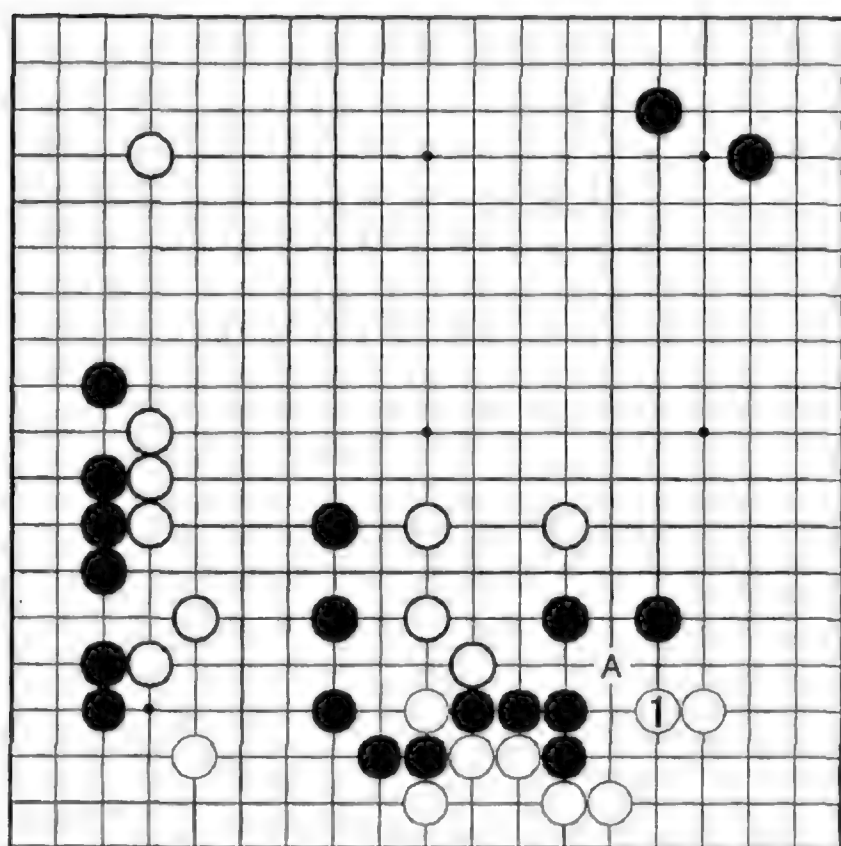
Problem 3. How the game continued

Black attaches and cuts with 1 and 3, trying to make sabaki, but White is strong in this area, so Black can't get a good result. White attacks with 4 and 6 and splits the black stones into two heavy groups with the sequence to 12. After White 14, Black is faced with a difficult fight, fending for his two vulnerable groups.



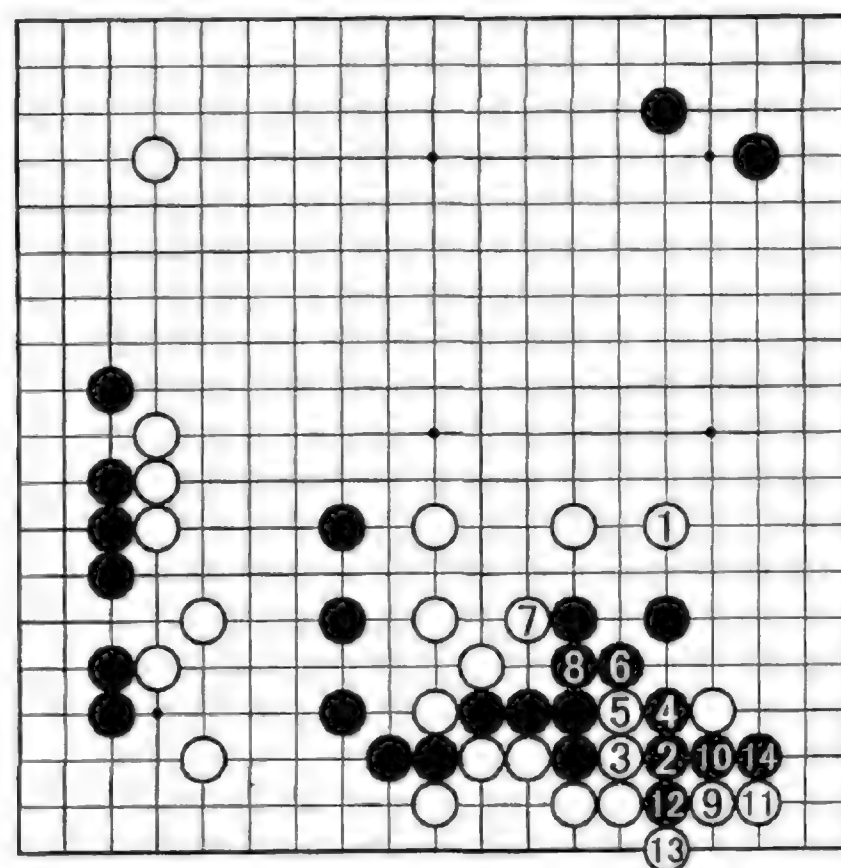
Problem 4. Continuation

Black has to make the diagonal move of 1 to prevent his stones from being split. White strengthens his own stones with the diagonal move of 2. Since the black stones on the right don't have eyes, Black has to look to live on the right side. But now that White has become strong in the center, he can attack the stones on the left by capping at A. Black has a difficult game.



Problem 4. Correct Answer

White should defend his thin position at the bottom by solidly extending to 1. Black now has no way to invade the bottom right. Since White's position has now become strong, he can aim at a double peep at A.



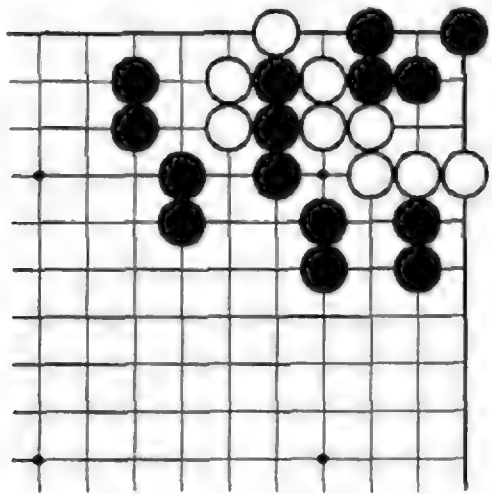
Problem 4. How the game continued

White jumped to 1, attacking the black stones. But White's corner was defective and Black immediately attacked by jumping into the diagonal gap with 2. After Black 8, White had to give way with 9, and Black easily took away White's territory with the sequence to 14 while securing his stones. This was a disaster for White.

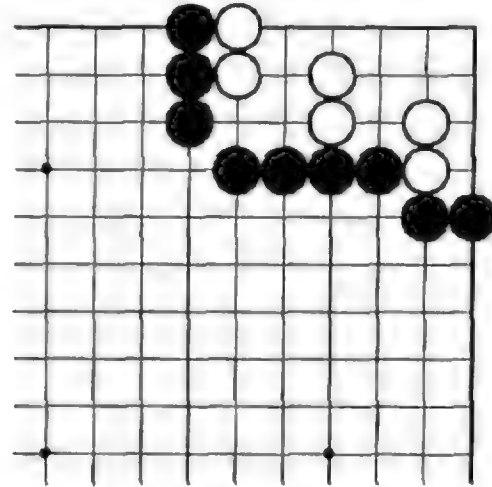
(From the supplements to *Monthly Go World*, February and May 2005.)

Large-Sacrifice Life-and-Death Problems

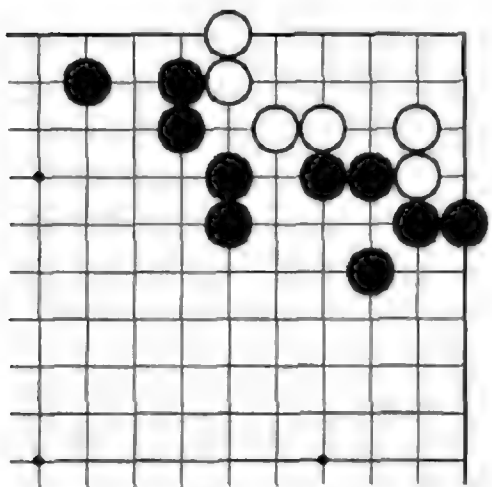
In all of the following problems Black can kill the white stones or White's stones can live only by sacrificing four or more stones. The answers start on the next page.



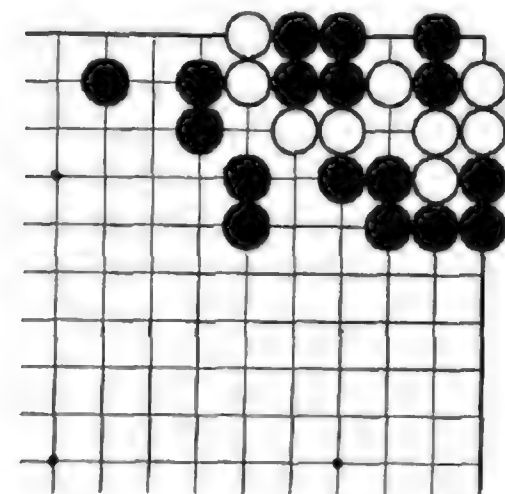
Problem 1. Black to play and kill the white stones.



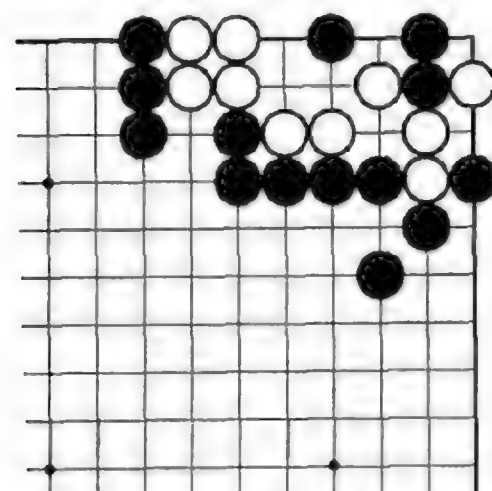
Problem 2. Black to play and kill the white stones.



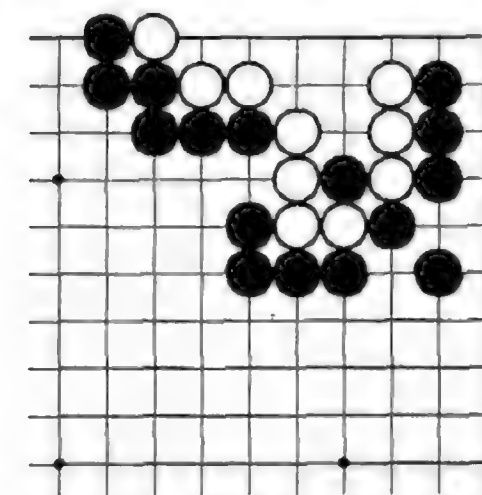
Problem 3. Black to play and kill the white stones.



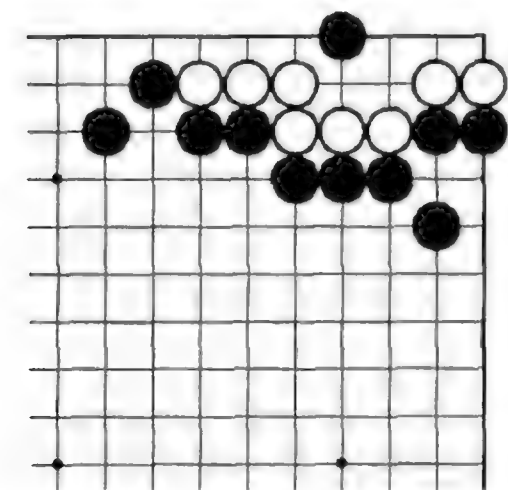
Problem 4. Black to play and kill the white stones.



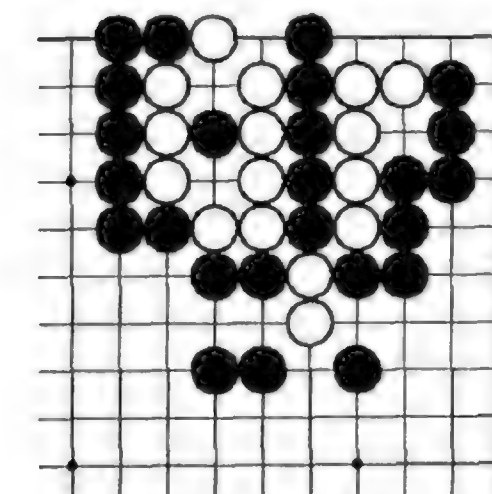
Problem 5. White to play and live.



Problem 6. Black to play and kill the white stones.



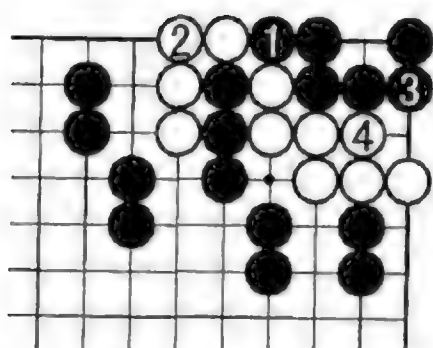
Problem 7. Black to play and kill the white stones.



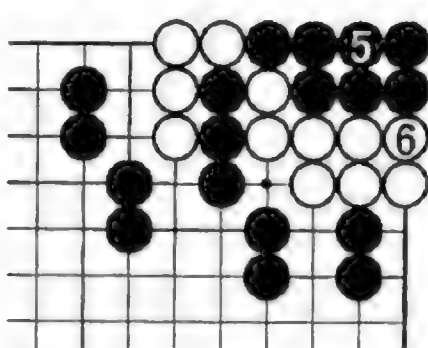
Problem 8. Black to play and kill the white stones.

Large-Sacrifice Life-and-Death Problems: Answers

Problem 1



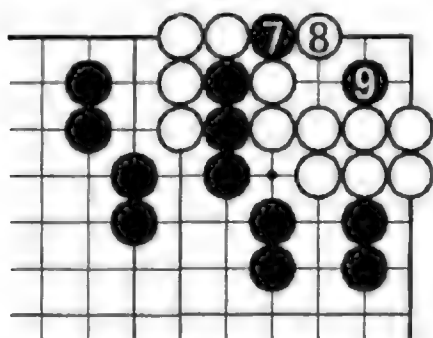
Dia. 1. Correct answer



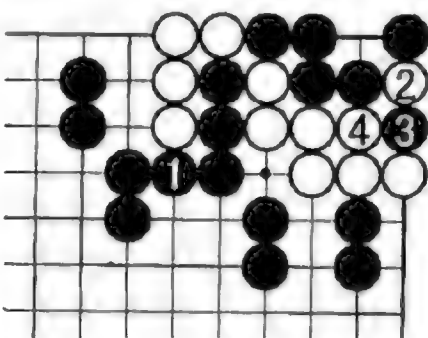
Dia. 2. Continuation 1

Dia. 1. Black should first cut with 1. After White connects with 2, Black makes an eye with 3. After White 4 —

Dia. 2. Black surprisingly fills his eye with 5. After White captures with 6 —



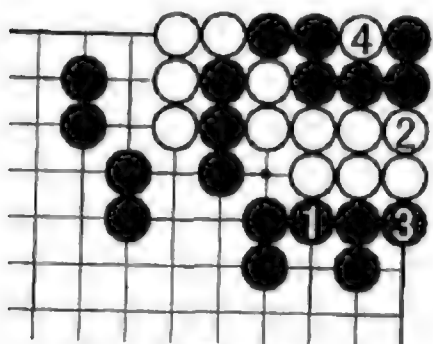
Dia. 3. Continuation 2



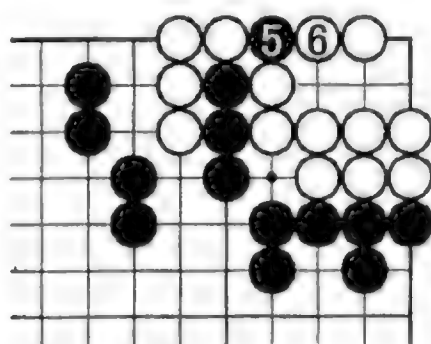
Dia. 4. Failure 1

Dia. 3. Black throws in a stone with 7. After White captures with 8, he is left with a dead five-point eye space. Black then kills the white stones with 9.

Dia. 4. Instead of 3 in *Dia. 1*, Black must not fill a liberty with a move such as 1 as here. White can now throw in a stone with 2. After Black captures with 3, White sets up a ko with 4.



Dia. 5. Failure 2



Dia. 6. Continuation

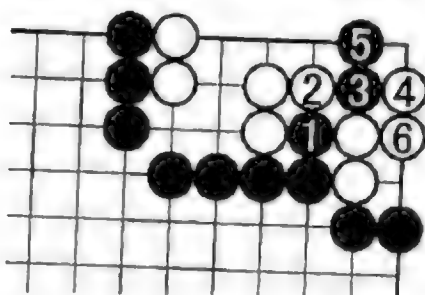
Dia. 5. Instead of 5 in *Dia. 2*, if Black starts to fill liberties with 1 and 3, White will capture six black stones with 4. Next —

Dia. 6. If Black now throws in a stone with 5, White can get a living bent-four eye space with 6.

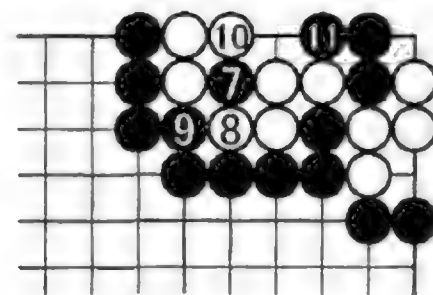
Problem 2

Dia. 1. Black should cut through with 1 and 3. White sets a trap for Black when he connects with 6, but —

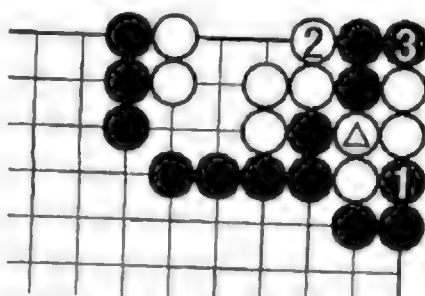
Dia. 2. Black switches to the left and sacrifices a stone with 7. After the exchange of 10 for Black 11, the white stones are dead — Black can't atari because he is short of liberties.



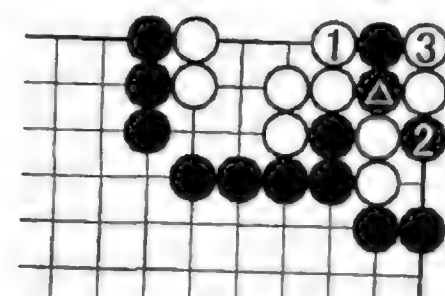
Dia. 1. Correct answer



Dia. 2. Continuation 1



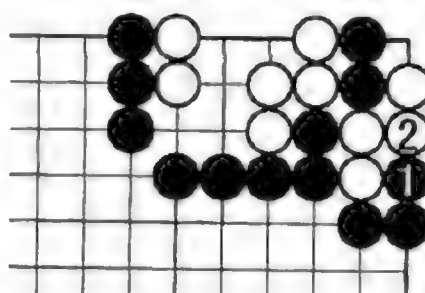
Dia. 3. The trap



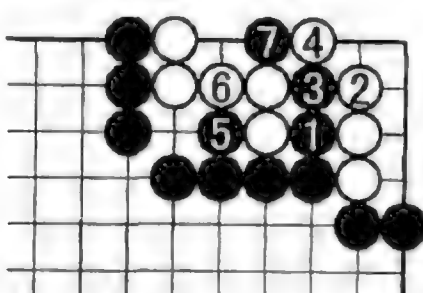
Dia. 4. Variation

Dia. 3. When White connects with 6 in *Dia. 1*, he wants Black to capture with 1 and 3. After that, White can cut at the marked stone and capture the three black stones in the corner.

Dia. 4. Instead of 6 in *Dia. 1*, White might atari with 1. After White captures with 3, Black throws in a stone (at the marked stone) and White cannot make two eyes.



Dia. 5. Failure



Dia. 6. Variation

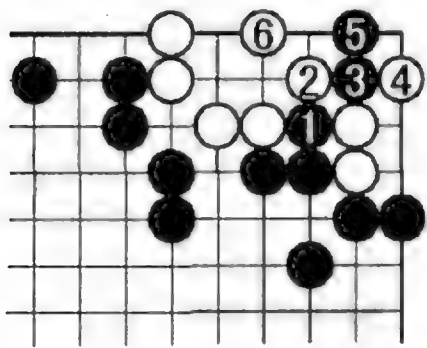
Dia. 5. Instead of 2 in *Dia. 4*, Black must not atari with 1. After White connects with 2, it reverts to the position in *Dia. 3*.

Dia. 6. White might respond to Black 1 by descending to 2, but, after the sequence to 5, White doesn't have enough room to make two eyes.

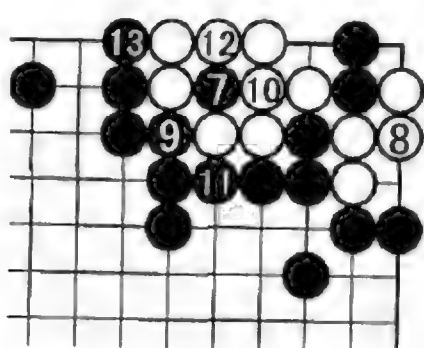
Problem 3

Dia. 1. This is similar to Problem 2. Again Black must cut through with 1 and 3, then descend to 5. This time White has to defend against a cut with 6. This is the strongest resistance. Next —

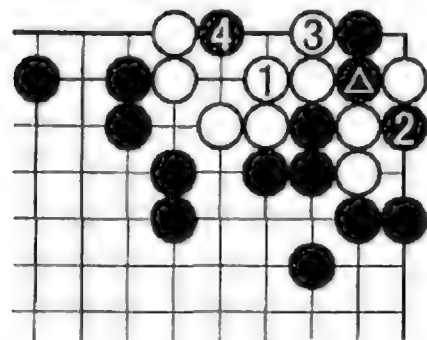
Dia. 2. Black restricts the white group on the left to one eye with 7. After White connects with 8, Black forces with the sequence to 12, and White can't atari because he is short of liberties.



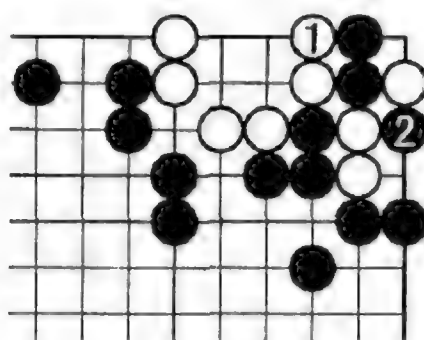
Dia. 1. Correct answer



Dia. 2. Continuation 1



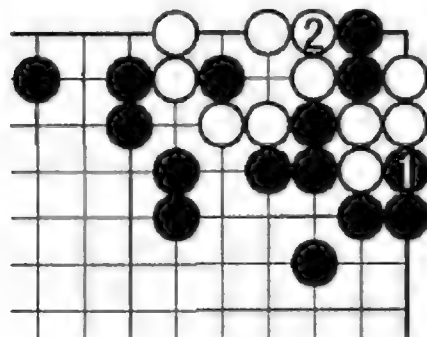
Dia. 3. Variation



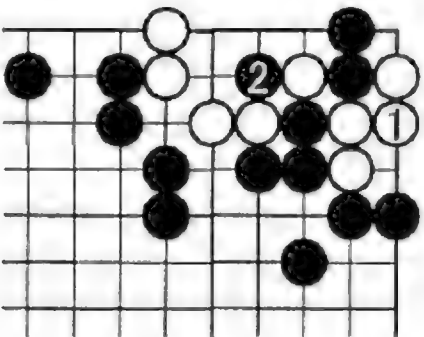
Dia. 4. Variation

Dia. 3. Instead of 6 in Dia. 1, White might connect with 1. In that case, Black 2 is the key move. If White ataries with 3, Black takes away White's eye shape on the left with 4. If White next captures at the 1-1 point, Black throws in at the marked stone.

Dia. 4. If White 1, throwing in a stone at 2 is again the key move. White's stones are dead.



Dia. 5. Failure

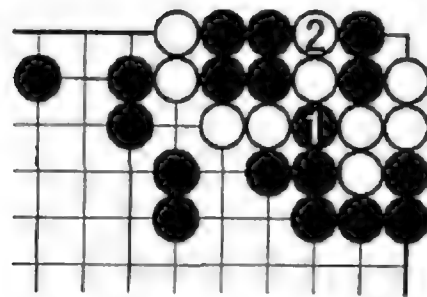


Dia. 6. Variation

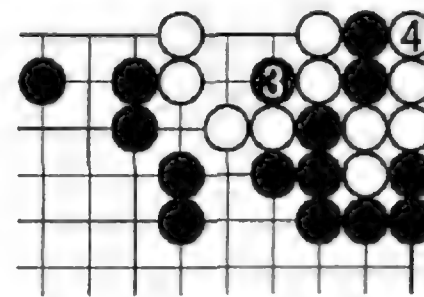
Dia. 5. Instead of 9 in Dia 2, Black 1 here is premature. White will block with 2 and Black can't capture the four white stones on the right because his three capturing stones will be captured.

Dia. 6. White has to defend with either 6 in Dia. 1 or 1 in Dia. 3. If he rushes to connect with 1, Black will capture a stone with 2 and White's position completely collapses.

Problem 4



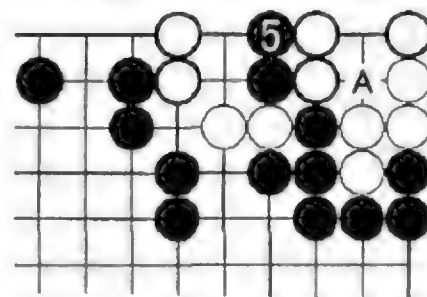
Dia. 1. Correct answer



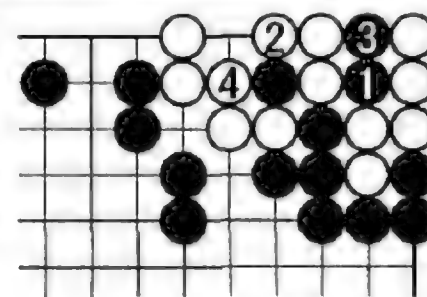
Dia. 2. Continuation 1

Dia. 1. Black must push in with 1 and force White to capture four stones with 2.

Dia. 2. Black next ataries with 3 and White must now capture two stones with 4. Next —



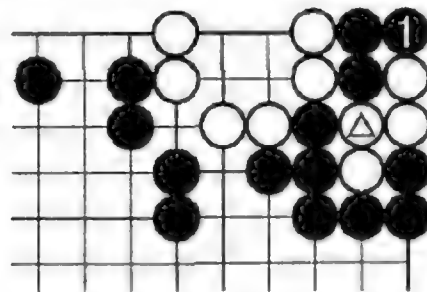
Dia. 3. Continuation 2



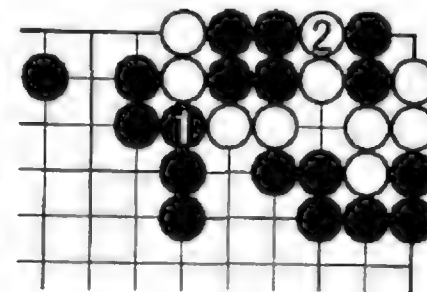
Dia. 4. Failure 1

Dia. 3. Black 5 is the only move. Black aims to double atari at A, so White can't make two eyes.

Dia. 4. If Black rushes to atari with 1, White captures a stone with 2 and 4. Black captures five stones, but Black's group on the left is alive.



Dia. 5. Failure 2

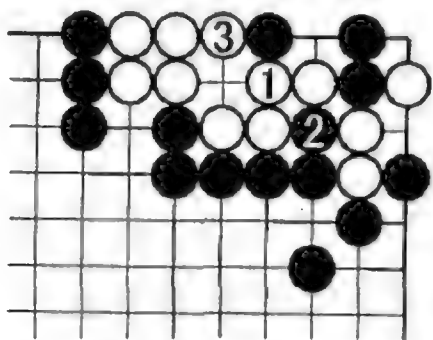


Dia. 6. Failure 3

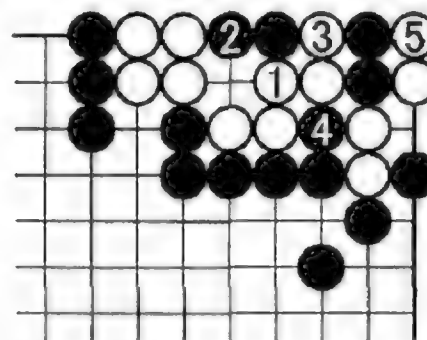
Dia. 5. After White 2 in Dia. 1, the same trap that we saw in Problems 2 and 3 appears. Black can't capture at 1 because White will play back at the marked stones and capture the three stones in the corner.

Dia. 6. Black 1 here fails outright. White captures with 2, and Black has no follow-up.

Problem 5



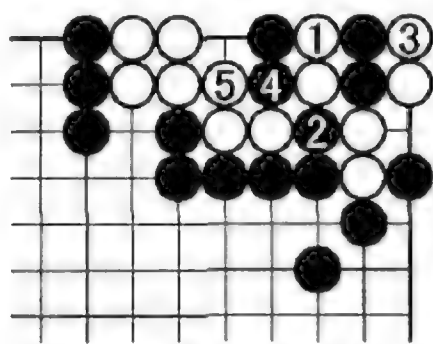
Dia. 1. Correct answer



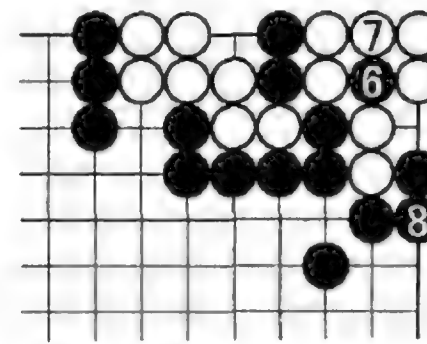
Dia. 2. Continuation 1

Dia. 1. Connecting with 1 is the move that enables White to live. If Black 2, White is happy to get two eyes for his stones on the left, even though he loses three stones on the right.

Dia. 2. If Black answers White 1 by extending to 2, White will atari with 3. After he captures with 5, White's stones are alive.



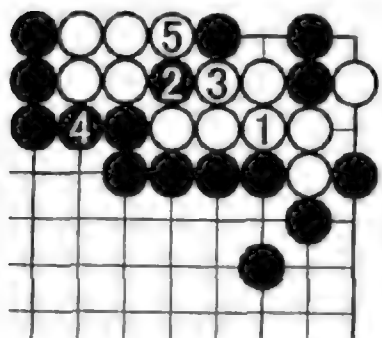
Dia. 3. Failure 1



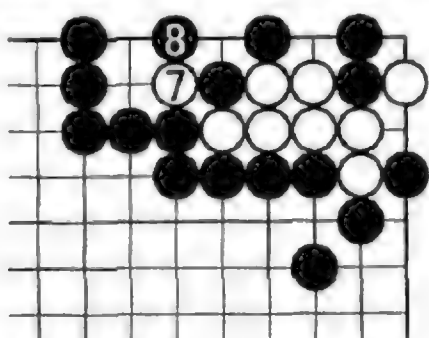
Dia. 4. Continuation

Dia. 3. White 1 fails. After White 5 —

Dia. 4. Black throws in a stone with 6, then connects with 8. White can't make an eye at 6 because his stones are short of liberties.



Dia. 5. Failure 1

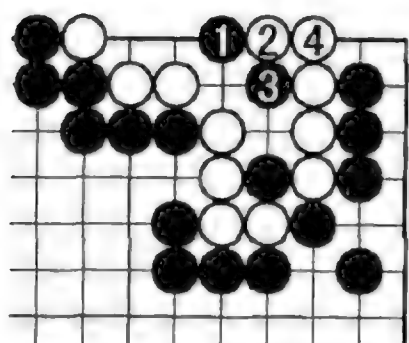


Dia. 6. Continuation

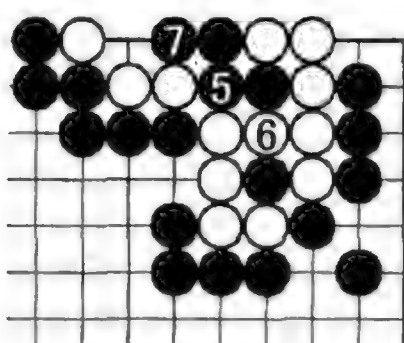
Dia. 5. White 1 seems to be a strong connection that gives the white stones more space, but, after Black 2 and 4, White finds that his stones are caught in a snapback. After Black captures with 6 (at 2) —

Dia. 6. White ataries with 7, but Black sets up a ko when he ataries with 8.

Problem 6



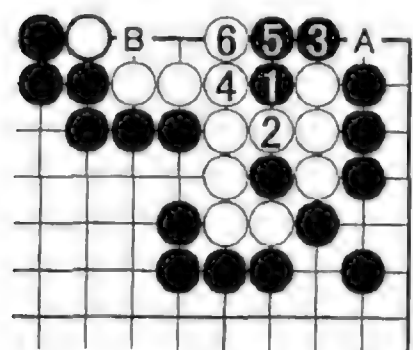
Dia. 1. Correct answer



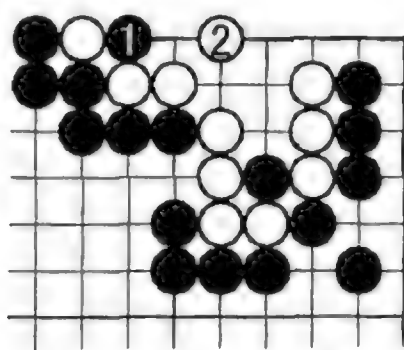
Dia. 2. Continuation 1

Dia. 1. The placement of Black 1 is the correct answer. White 2 is the strongest resistance. After the exchange of Black 3 for White 4 —

Dia. 2. Black plays 5 and 7. If White captures the four black stones, Black will play back in at 5 and capture four stones.



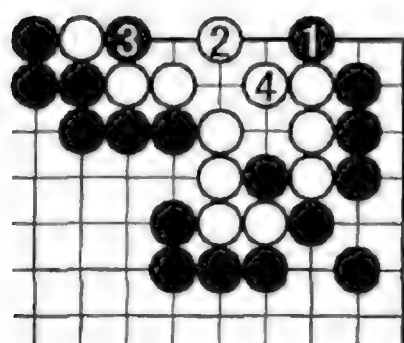
Dia. 3. Failure 1



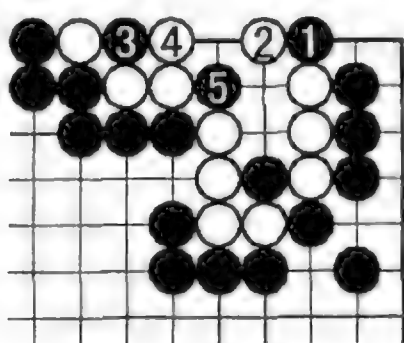
Dia. 4. Failure 2

Dia. 3. The clamp of Black 1 fails. After the sequence to 6, White can make a second eye either by capturing three stones at A or connecting at B.

Dia. 4. If Black captures a stone on the left with 1, White plays the diagonal connection of 2, and his stones are alive.



Dia. 5. Failure 3

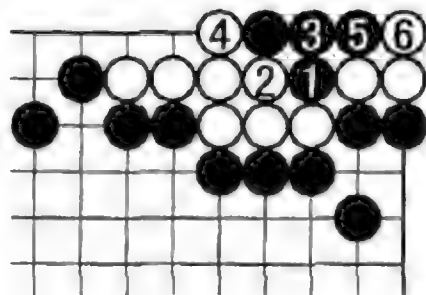


Dia. 6. Failure 4

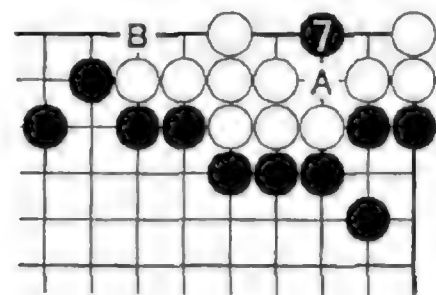
Dia. 5. The hane of Black 1 is answered by the diagonal connection of 2. If Black captures with 3, White lives by drawing back to 4.

Dia. 6. When playing the hane of 1, Black hopes that White will answer with 2. After the exchange of 3 for White 4, Black ataries with 5. Now White has to fight a ko to live.

Problem 7



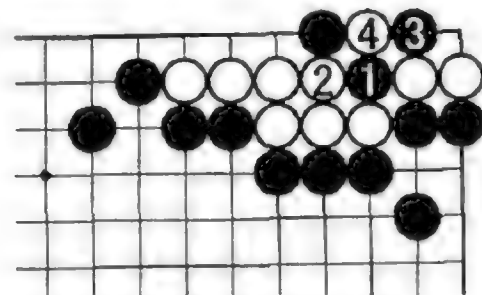
Dia. 1. Correct answer



Dia. 2. Continuation 1

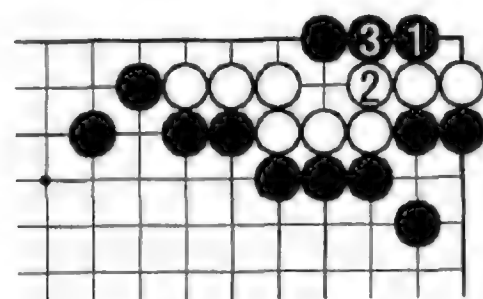
Dia. 1. Cutting with Black 1 is the tesuji. If White ataries with 2, Black connect with 3. After White 4, Black 5 forces White to capture with 6. Next —

Dia. 2. Black makes a placement at 7. The points A and B are miai, so White can't make two eyes.



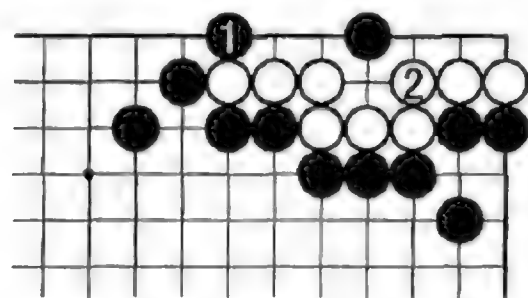
Dia. 3. Failure 1

Dia. 3. Black can get a ko with 1 and 3, but this is inferior to killing the white stones outright as in the correct answer.



Dia. 4. Failure 2

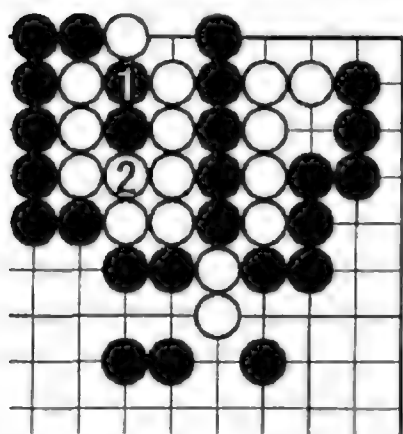
Dia. 4. If Black attaches at 1, White will connect with 2. If Black next connects with 3, the result is a seki.



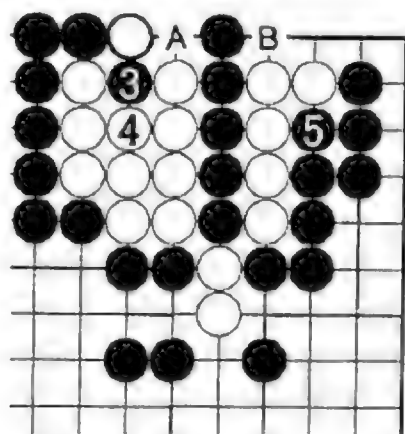
Dia. 5. Failure 3

Dia. 5. If Black hanes with 1, White lives unconditionally after he connects with 2.

Problem 8



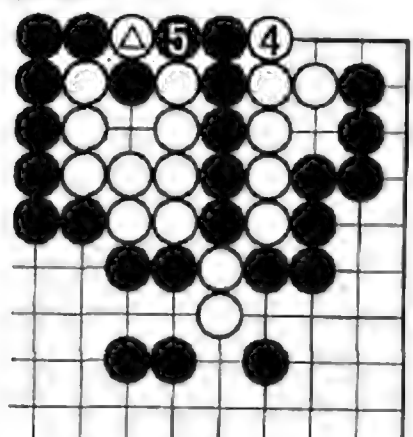
Dia. 1. Correct answer



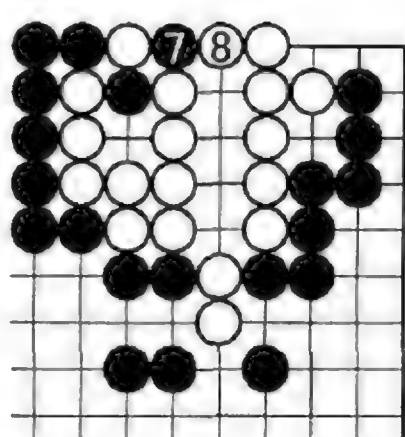
Dia. 2. Continuation 1

Dia. 1. Black should throw in a stone with 1. After White captures with 2 —

Dia. 2. Black throws in a stone again with 3. After White captures with 4, Black fills a liberty with 5, and White can't atari the black stones at A or B.



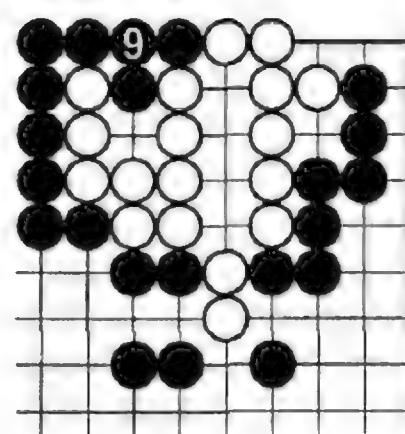
Dia. 3. Variation



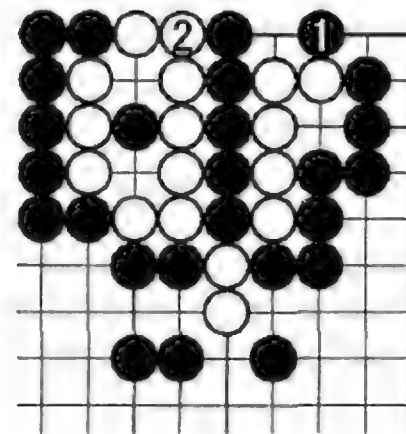
Dia. 4. Continuation 1

Dia. 3. In answer to Black 3 in *Dia. 2*, White might atari with 4. After Black 5, White captures with 6 (at the marked stone). Next —

Dia. 4. Black captures with 7 and White ataries with 8. Next —



Dia. 5. Continuation 3



Dia. 6. Failure

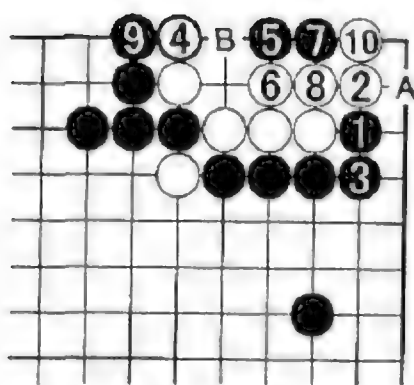
Dia. 5. Black connects with 9 and White ends up with a dead three-point eye space.

Dia. 6. The hane of Black 1 fails. White ataries with 2, and Black has no way to kill the white stones.

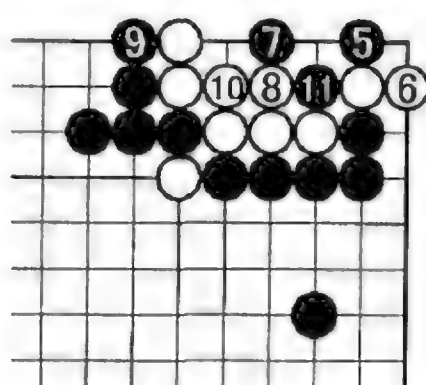
(From the supplement to *Monthly Go World*, October 2004.)

Life-and-Death in the Corner Answers

Continued from page 46



Dia. 5. Failure 2



Dia. 6. Failure 3

Dia. 5. If Black hanes and connects with 1 and 3, White descends to 4. White's stones are alive after the atari of 10. If Black 5 at A, White will descend to 10. This is the same as the correct answer in Problem 10 above. If Black 7 at 10, White plays B—Black A—White 8 and lives.

Dia. 6. Instead of 5 in *Dia. 5*, Black might clamp with 5 in this diagram. However, the position becomes a ko with the sequence to 11.

(From the supplement to *Monthly Go World*, January 2004.)

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Figure 4 (151–200). Ko

In order to avoid being cutting off in the center at A and being left with just one eye, White reinforces the center with 52 to make an extra eye. During the ko fight, White starts a clever fight with 56 and 60, eventually enabling him to capture four stones with 78 through 86. However, this is at the cost of losing the ko in the top left. By the end of this figure, Black is well ahead.

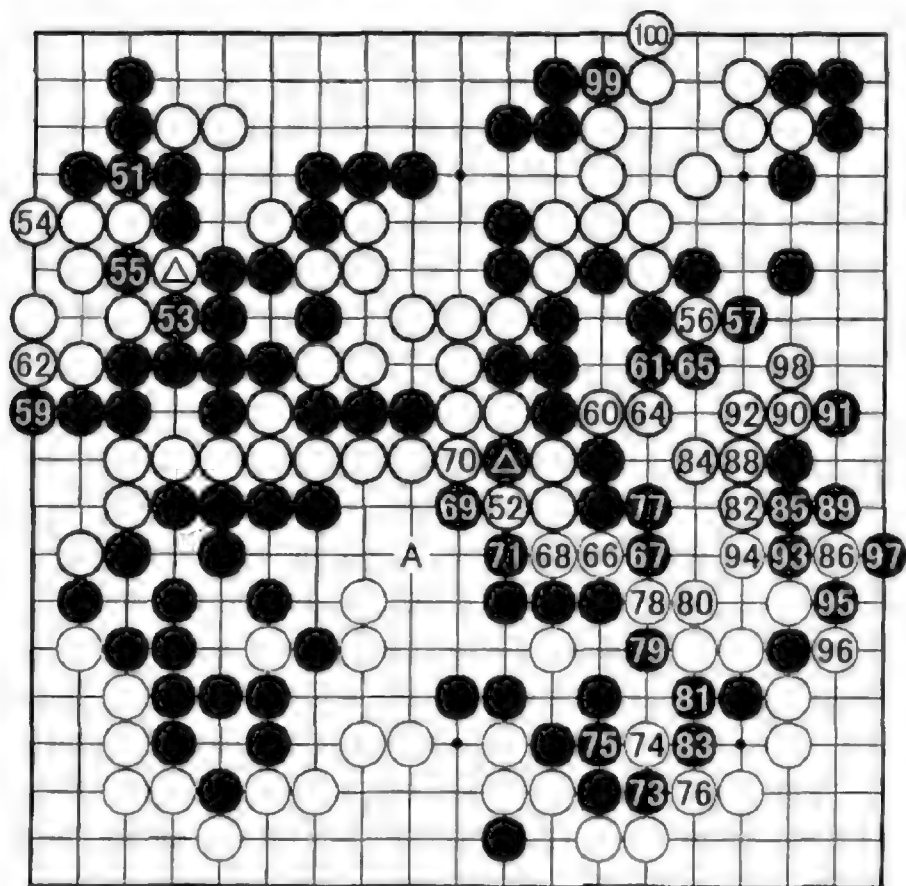


Figure 4 (151–200)

58, 63: takes ko; 72: at Black's marked stone;
87: at White's marked stone

Figure 5 (201–260). Black holds on to the lead.

The endgame is relatively straightforward and Black holds on to his lead.

Black wins by 7½ points.

Black: 7 hours 58 minutes; White: 7 hours 59 minutes

(Translated from *Monthly Go World*, December 2004 by Rob van Zeijst.)

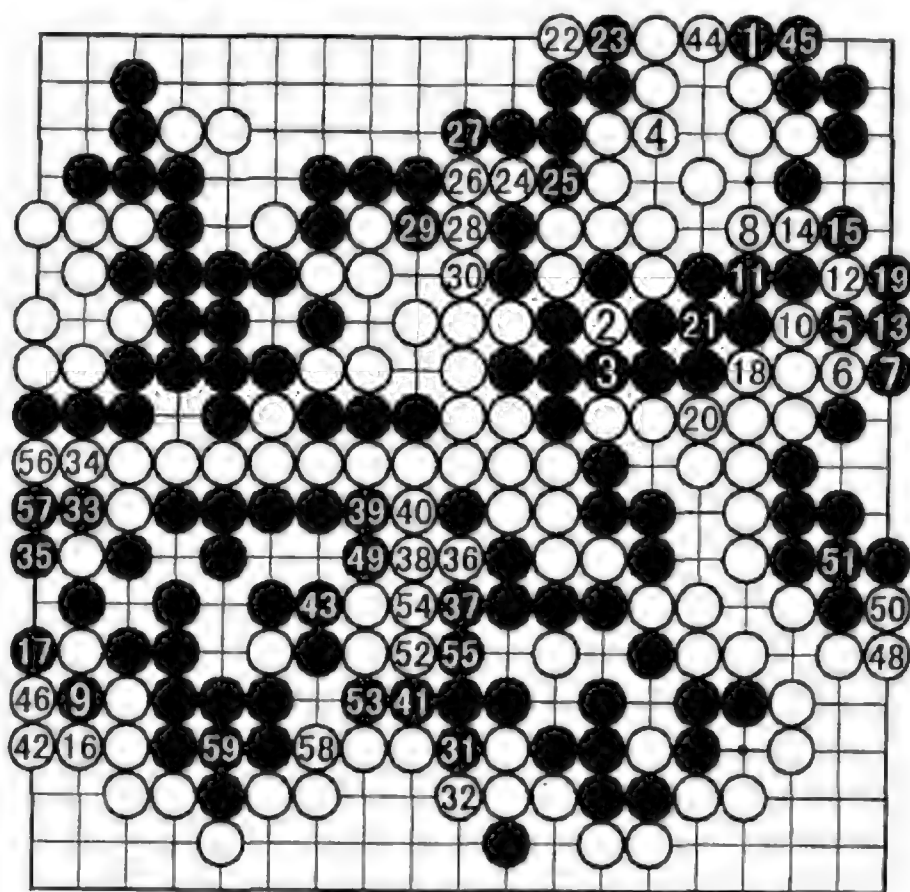


Figure 5 (201–260)

Games Five and Six of the title match will be given in GW 105.

Mastering the Basics, Volume Three

Making Good Shape

by Rob van Zeijst and Richard Bozulich

Understanding and recognizing good shape is important for becoming a strong player and developing the intuition that will instantly guide you to finding the strongest moves in the opening and the middle-game fighting.

The brain is made up of two hemispheres whose functions are different but complementary. The right hemisphere is superior in handling geometrical concepts and the left hemisphere is superior in handling analytical processes. Playing go involves an interesting interplay between these two abilities. The right hemisphere provides the geometrical vision necessary to see the shape that you wish to achieve while the left hemisphere provides the analysis that is needed to achieve that shape. The study of shape is an excellent way to develop and integrate both the geometrical and analytical powers of the brain.

The first chapter begins with a theoretical introduction to shape, beginning with the efficient placement of stones. It then goes on to discuss thickness — how to use it and how to counter it, and how, if used improperly, it can result in the overconcentration of stones. It continues by contrasting the concept of thick stones with that of thin stones, then finally explains what are heavy stones and what are light stones, and how these relate to the important concept of sabaki, which is essentially a method for making good shape.

The second chapter gives examples of the standard shapes, both good and bad, and the third consists of 245 problems to give readers the practice needed to hone their ability to find the shape move in their games. The book ends with two example games. Price + shipping: US\$15.00

Tesujis for a Brighter Future

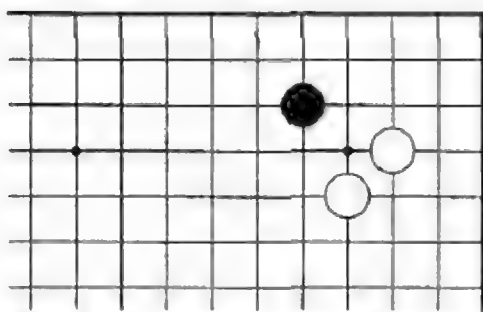
In this issue, we are beginning a new series translated from this year's Monthly Go World. No writer is given for the series — it is credited simply to 'the editorial staff' — but, on the evidence of the issues published so far, it promises to provide an excellent coverage of the most important tesuji patterns.

Introduction

The utility of scissors depends on the user: they can be sharp or blunt depending on your skill. The same is true of tesujis in go. The same move may be a tesuji in one situation yet be completely ineffective in another.

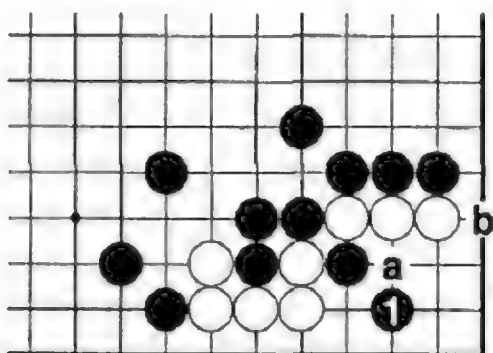
The aim of this series is to cover the basic tesuji patterns so that you will remember them by the 'shape'. Acquiring a basic knowledge of the most important tesujis will give your intuition something to work with when you are confronted with a problem in a game.

Pattern One: The Diagonal Move



Dia. 1: the diagonal move

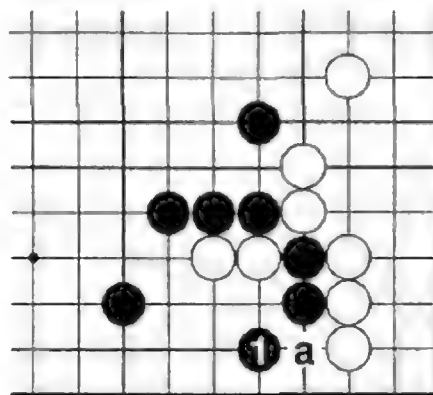
Dia. 1 shows the diagonal move (*kosumi*). In many positions it can be a very effective tesuji, but there's also a term 'the duffer's kosumi' (*hebo kosumi*), which indicates that it's not always a good move. Below, we show various examples of positions where the diagonal move plays a starring role.



Dia. A

Dia. A. Black 1 is a very effective move, enabling Black to kill the white group. If next White

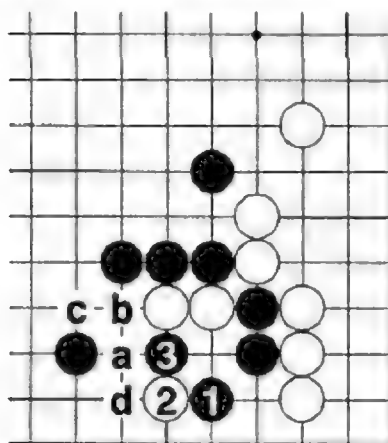
'a', Black ataries at 'b' and squeezes. Please confirm for yourself that White loses a capturing race if he plays any other move.



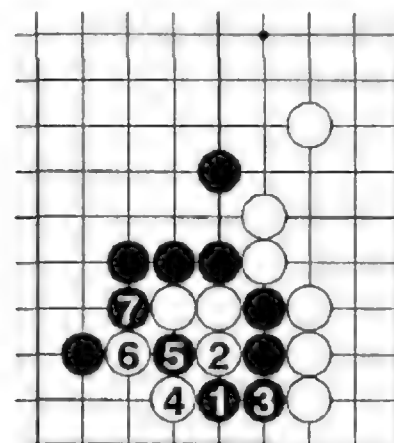
Dia. B

Dia. B. If Black simply plays at 'a', White attaches at 1 and captures him. Black 1 is the tesuji. Next —

Ref. Dia. 1. If White attaches at 2, Black wedges in at 3. If next White 'a', Black gets a snapback with 'b'; if instead White plays at 'b', Black answers at 'c' — after White 'a', Black 'd' gets a snapback.



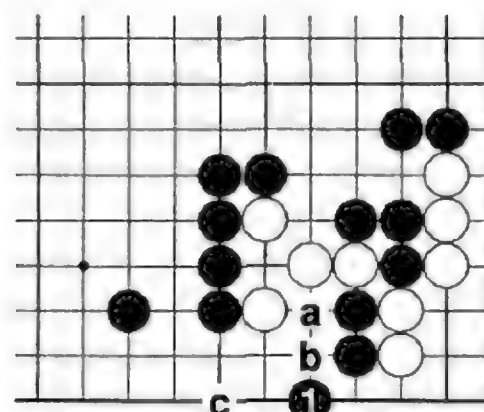
Ref. Dia. 1



Ref. Dia. 2

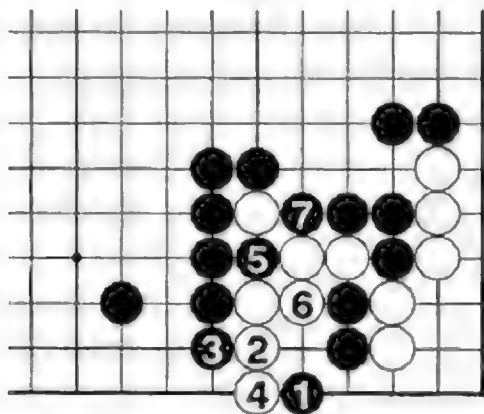
Ref. Dia. 2. If White 2 and 4, Black has the follow-up tesuji of 5 to keep him short of liberties.

Dia. C. The diagonal move here is a basic tesuji for winning capturing races. If White answers at 'a' or 'b', Black links up with 'c'.



Dia. C

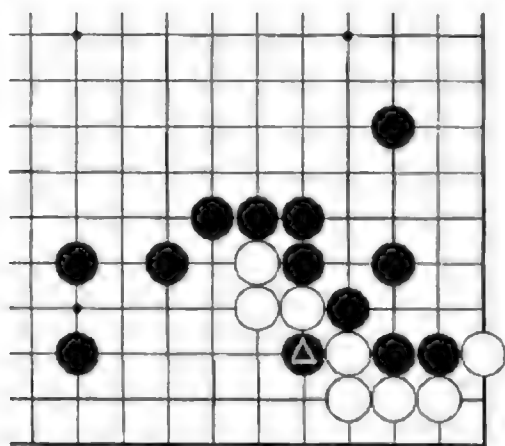
Ref. Dia. 1. If White descends at 2, Black exchanges 3 for 4, then pushes in at 5. After 7, White is unable to atari because of shortage of liberties, so he loses the fight.



Ref. Dia. 1: Black wins

The diagonal moves in *Dias. A, B* and *C* are basic tesujis, but they have various applications.

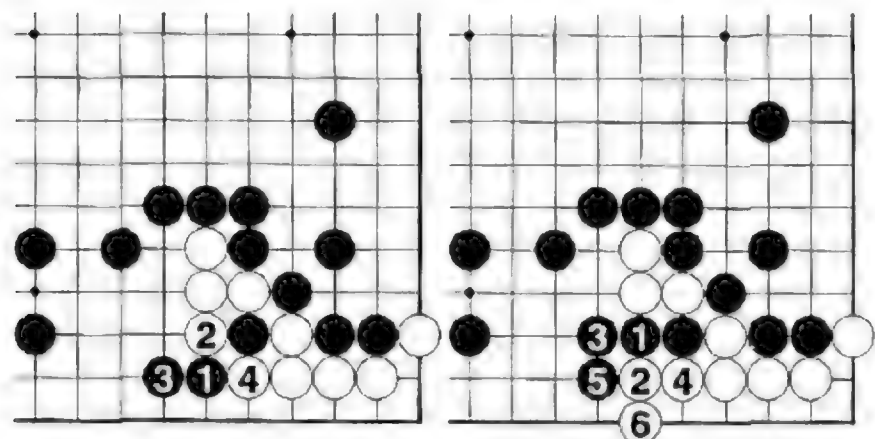
Pattern 1



Black to play

Black makes maximum use of the captured stone (marked) to kill White. The first move is a tesuji often seen in actual play.

Dia. 1. Black 1 kills White. The latter may capture a stone with 2 and 3, but this is a false eye.



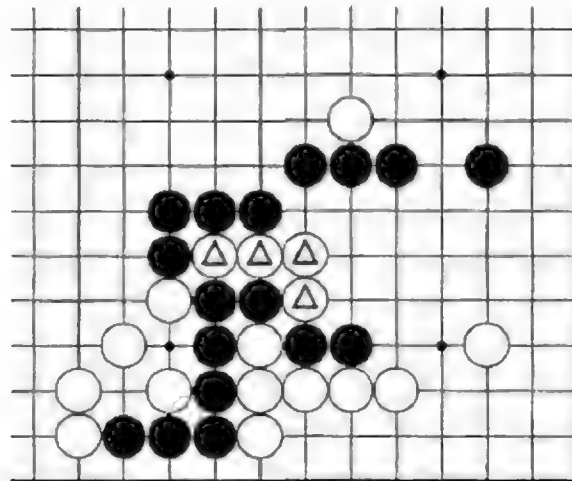
Dia. 1: dead

Dia. 2: alive

Dia. 2. When Black plays 1, he may expect to kill White with White 3-Black 2, but White can counter by attaching at 2, which secures enough space to live. If instead Black plays 1 at 3, White can live with White 2-Black 1-White 4.

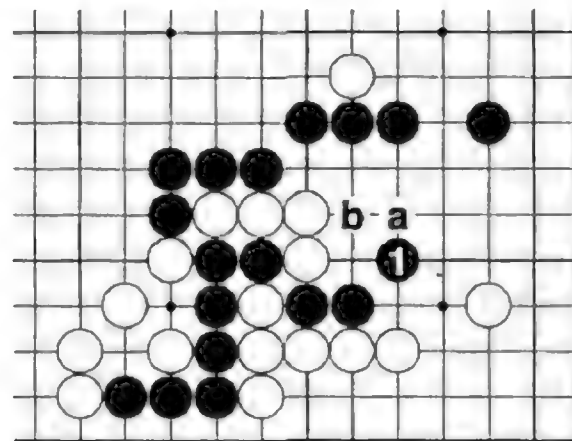
Pattern 2

The diagonal tesuji is most often seen on the 1st and 2nd lines, but it can also be of use in the centre.



Black to play

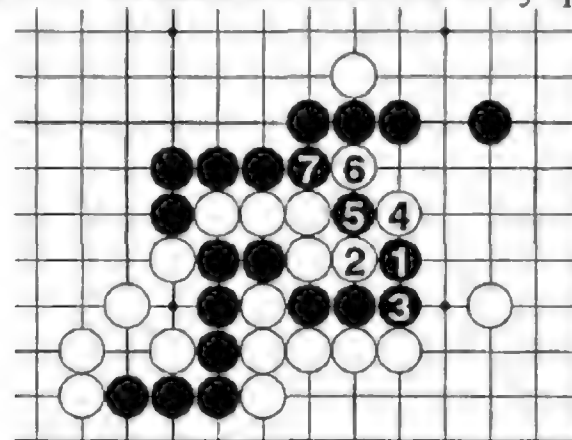
Black has to capture the four marked stones or his own stones will die.



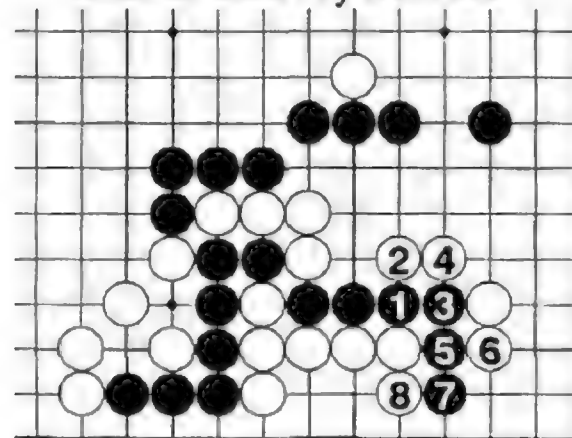
Dia. 1: the only move

Dia. 1. Black 1 exploits shortage of liberties. If White attaches at 'a', Black wedges in at 'b' and captures him.

Dia. 2. If White resists with 2 and 4, the throw-in of 5 reduces his liberties very quickly.



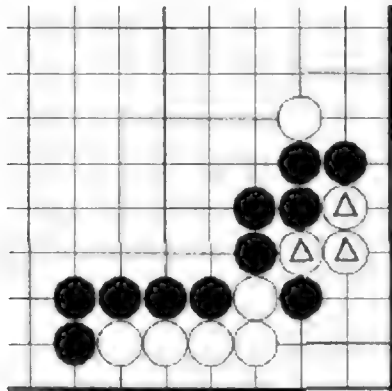
Dia. 2: short of liberties



Dia. 3: wrong

Dia. 3. Pushing along at 1 is a mistake: White attaches at 2 and turns the tables. He captures Black in a loose ladder.

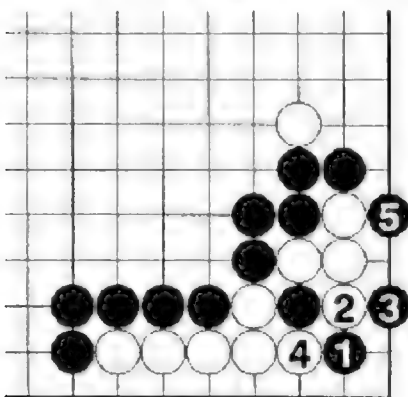
Pattern 3



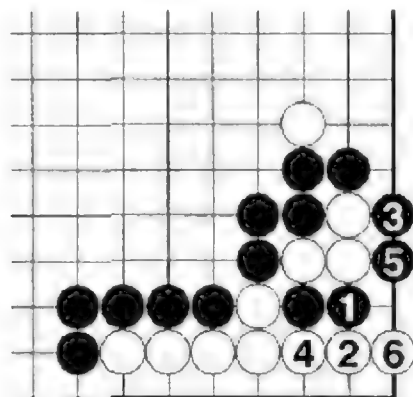
Black to play

If you hasten to capture the three marked stones, you fall into a trap.

Dia. 1. Black 1 is the tesuji, but the key to its success is the follow-up at 3. White can't stop Black from linking up (if White 4 at 5, Black 4), so the whole group dies.



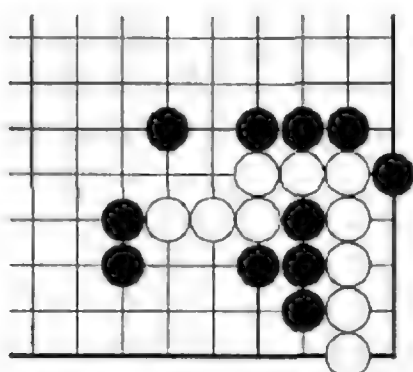
Dia. 1: correct



Dia. 2: wrong

Dia. 2. If Black 1, White lives.

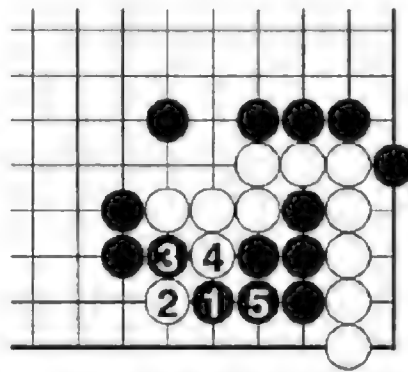
Pattern 4



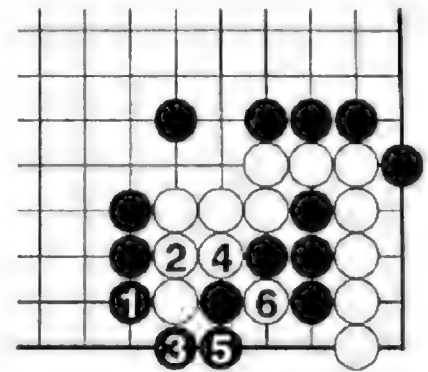
Black to play

If Black can pull out his four stones, the white group is doomed.

Dia. 1. Black 1 is the only move that solves Black's shortage-of-liberties problem. Cutting across the knight's move with 2 is often a tesuji, but Black cuts with 3, then calmly connects at 5. If instead he played an atari, White would throw in at 5 and capture four stones. Instead of 3 —



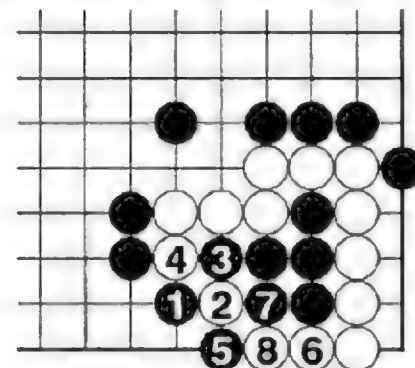
Dia. 1: correct



Dia. 2: wrong

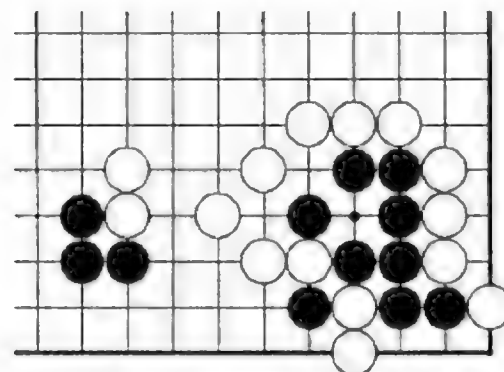
Dia. 2. In some positions, Black 1 is the correct move, but here it lets White capture four stones with the throw-in of 6.

Dia. 3. Black 1 is the wrong diagonal move: it lets White exploit Black's shortage of liberties.



Dia. 3: wrong

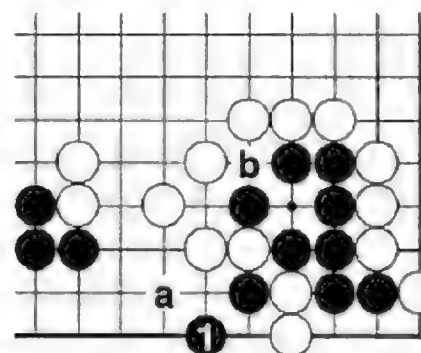
Pattern 5



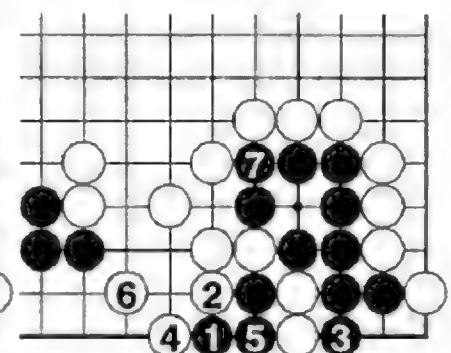
Black to play

The tesuji here is probably dan level.

Dia. 1. The diagonal move performs a dual role, capturing the two white stones while threatening to link up. If White 'a', Black lives with 'b'.



Dia. 1: correct



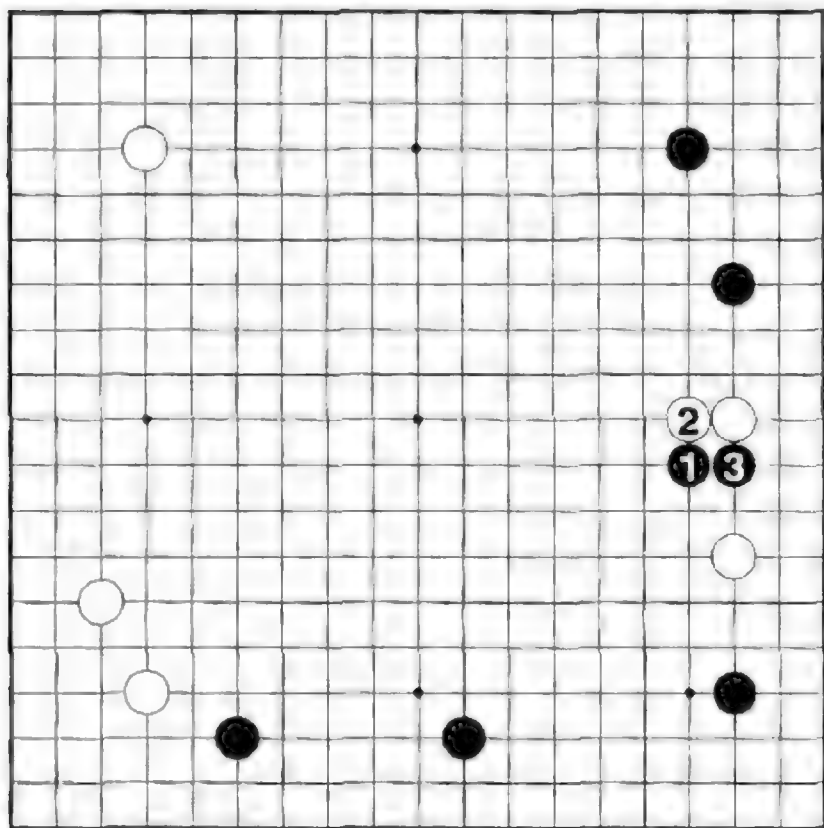
Dia. 2: alive

Dia. 2. If White 2, Black captures with 3, maintaining the threat to link up. White takes gote in preventing that, so Black lives with 7.

(*Monthly Go World*, Jan. 2005. Translated by John Power.)

The Korean Style: Korean Joseki Innovations (8)

by Oya Koichi 9-dan



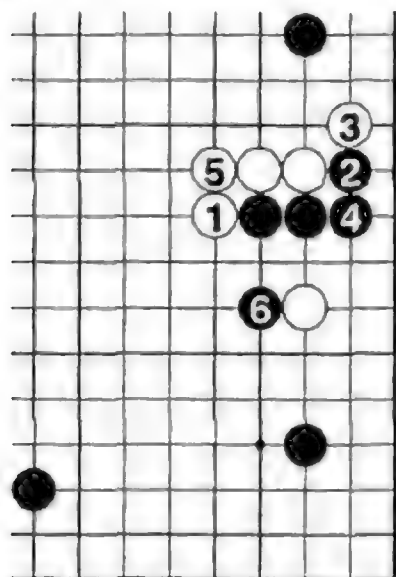
Dia. 1: a tough-minded block

Dia. 1. The problem we left you with at the end of the last instalment was how to answer Black's fearless block at 3 — we say 'fearless', because everyone knows that letting the opponent make a hane at the head of two stones, that is, to the left of 1, is bad.

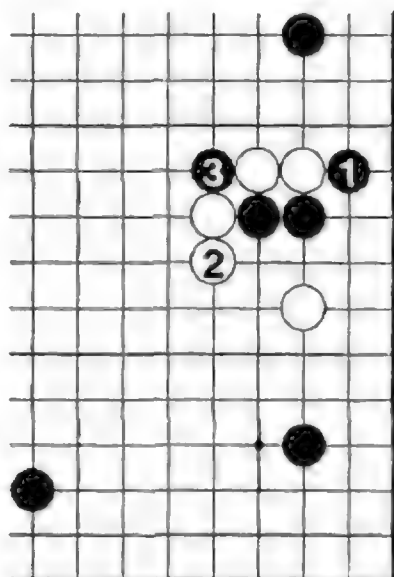
Actually, White has to be careful how he counters Black's tough-minded strategy.

Dia. 2. White naturally wants to hane at 1, the head of two stones. If Black follows the canons of shape, he in turn hanes at 2. If White blocks at 3, Black seizes the initiative. After 4, White must repair his defect with 5, so Black extricates himself with 6.

Black has torn apart White's original two-space extension from the inside, so he is satisfied. Moreover, White doesn't have eye shape yet.



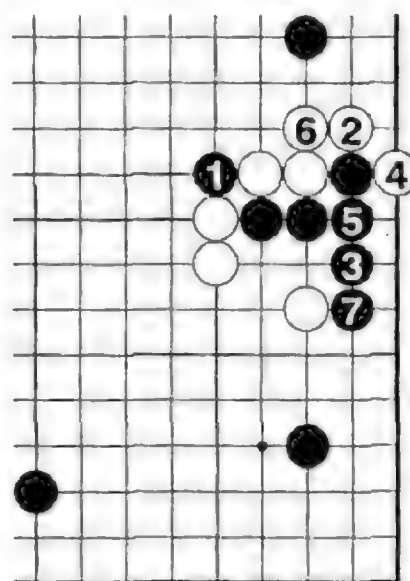
Dia. 2: Black satisfied



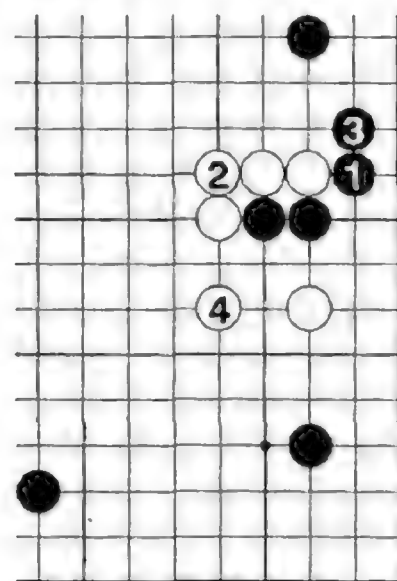
Dia. 3: fighting spirit

Dia. 3. White should counter 1 by extending at 2. Doubtless, however, Black will cut at 3. Before reading on, please think how you would answer this.

Dia. 4. Blocking at 2 is the only move, of course, but after 3 to 5 White can't omit the connection at 6. When Black crawls at 7, the cutting stone of 1 looks really good. This is no good for White — retract that 'of course'!



Dia. 4: the only move?

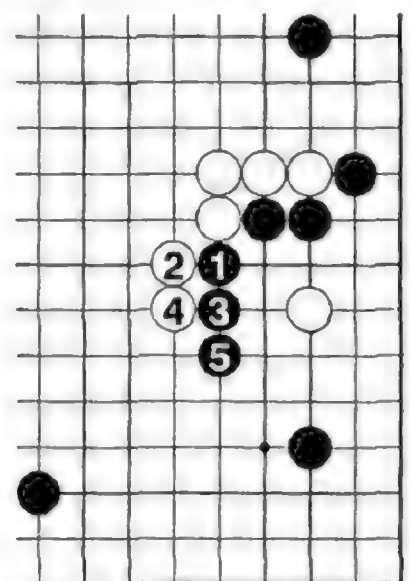


Dia. 5: the only move

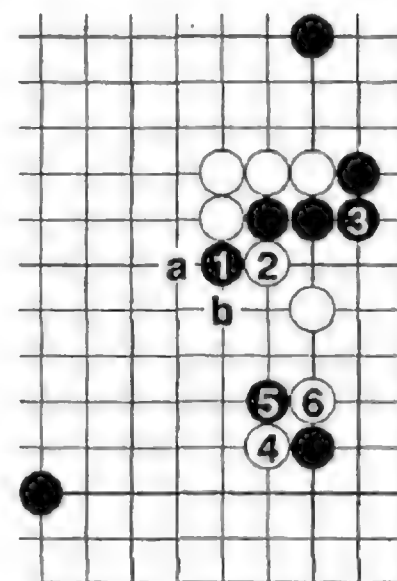
Dia. 5. That means that White has no choice but to connect at 2. If Black 3, White plays 4 and seems to have a reasonable position. He has a solid shape, and Black's bottom position has become quite thin. If possible, instead of 3 —

Dia. 6. Black would like to play more aggressively with the hane of 1. If White replies with 2 and 4, there's no telling how much territory Black will get here.

White 2 is too tame. Instead, cutting is the only move.



Dia. 6: too good



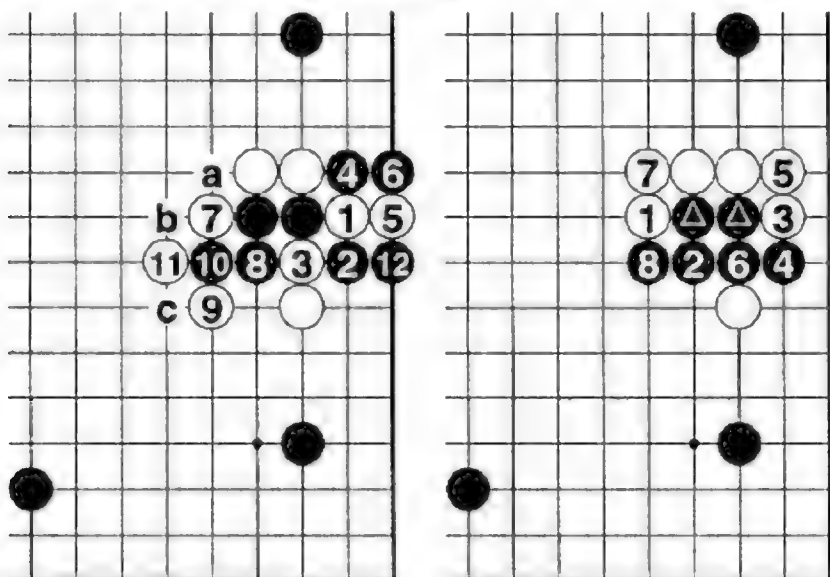
Dia. 7: a fight

Dia. 7. White must resist with 2. After Black 3, the continuation is difficult. An atari at 'a' or

'b' is out of the question; White will try to settle himself with 4 and 6. My feeling is that he should be able to do so, but the conclusions are not in yet.

There is another answer to Black 3 in *Dia. 1*.

Dia. 8. Players who are well informed on good style will probably first think of White 1 and 3 here. The idea is to set up the tombstone squeeze with 5 to 9. H'm. This feels good, but wait a minute. Black pushes through at 10, creating three cutting points at 'a', 'b', and 'c'. White 1 and 3 are not convincing.



Dia. 8: hard to evaluate Dia. 9: possible

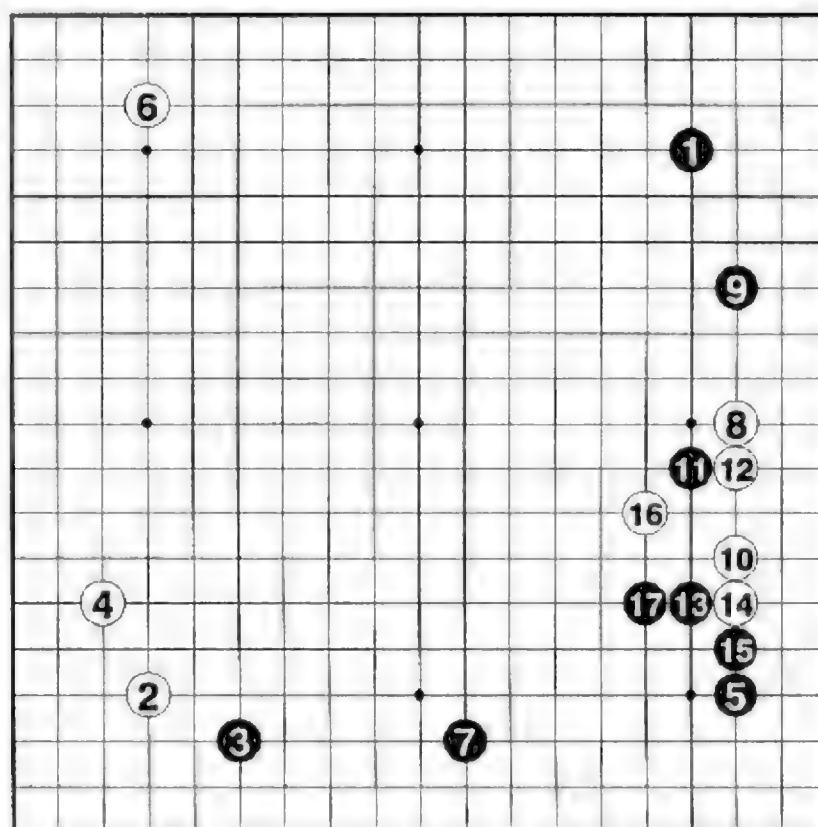
Dia. 9. To backtrack a little, you can't dismiss the empty triangle of Black 2 out of hand (instead of 2 in *Dia. 2*). Suffering White 3 and 5 may appear painful, but Black just connects at 6. If 7, Black turns at 8 and aims at enclosing the bottom area. One can't really recommend this, as the marked stones are terribly redundant, but it's not impossible.

That concludes our discussion of new Korean josekis in the Yoda style. I apologise for not being able to offer any conclusions.

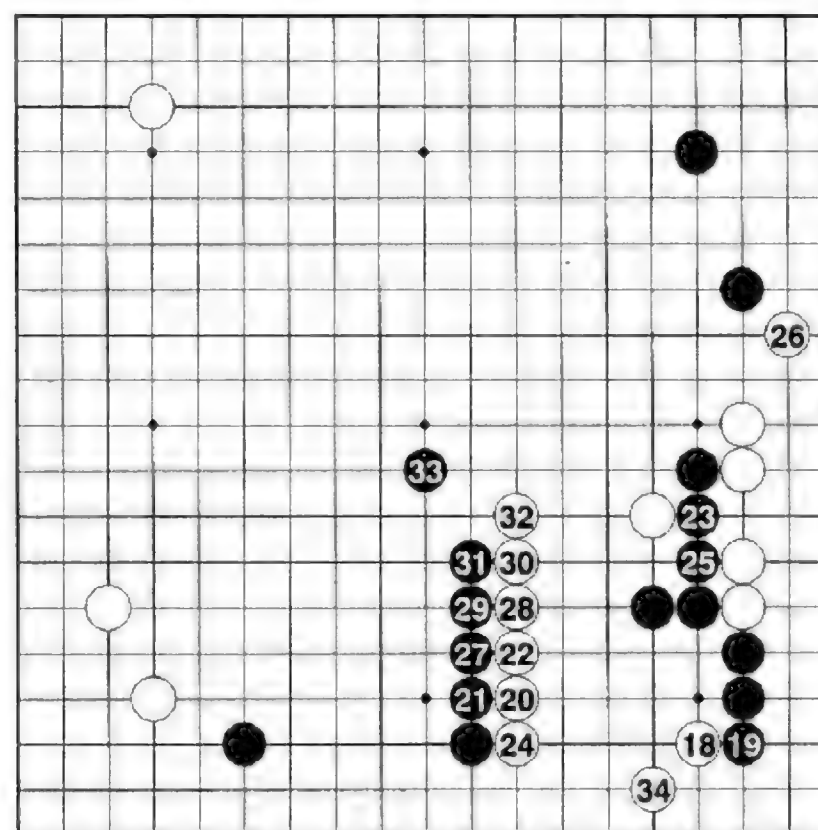
Dia. 10. This is a game between Yamada Kimio (W) and O Rissei in the 54th Honinbo League (26 Nov. 1998). It shows that Black 1 and 3 are being experimented with in Japan. The conclusion I was unable to offer will doubtless be worked out in actual play.

Dia. 11. Just for interest, here is how the above game continued. White invades immediately with 18 and 20 and more or less settles the group with 34.

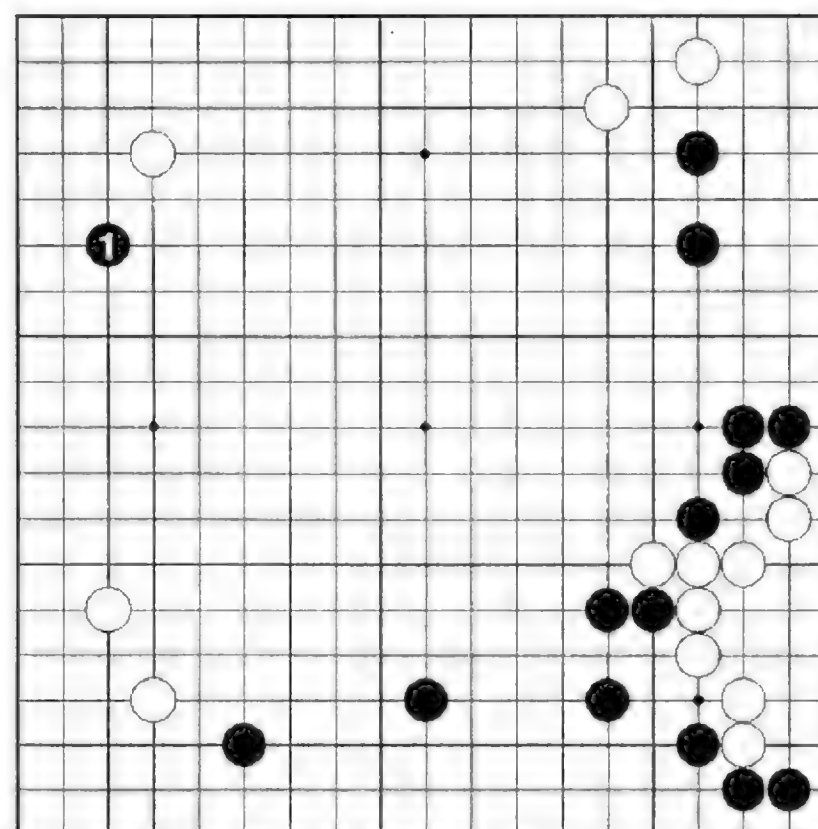
Now for something completely different. First of all, have a look at the problem to the right. Black has just made the approach move at 1 in *Dia. 1*. How should White respond?



Dia. 10: a Japanese example

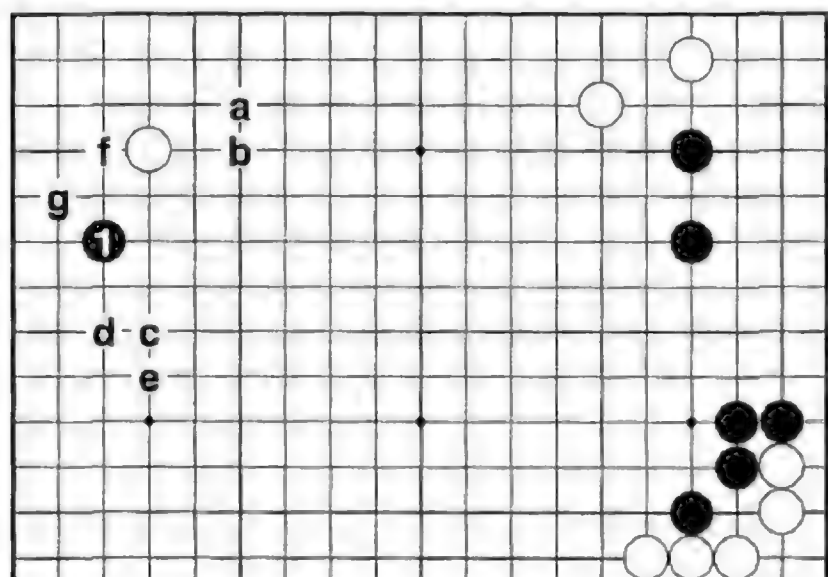


Dia. 11: the continuation



Dia. 1: White to play

There's more than one correct answer. The move you choose depends on your style.

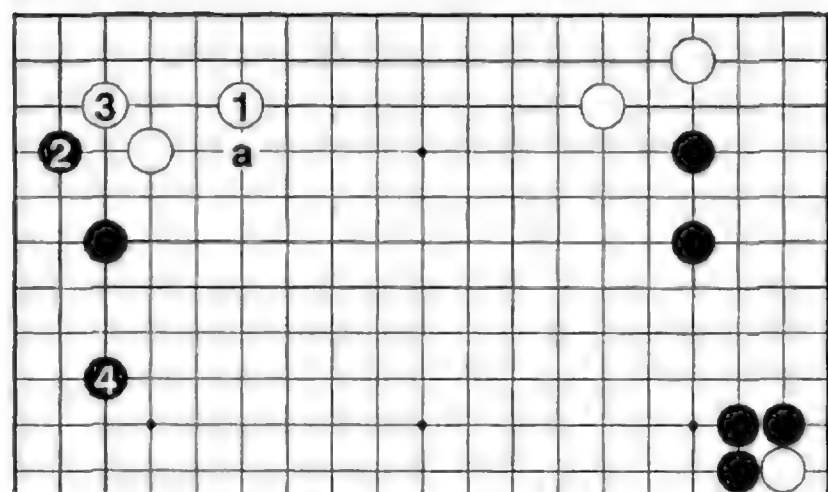


Dia. 2: the possibilities

Dia. 2. If White wants to play solidly, he answers at 'a' or 'b'; if he wants to make a preemptive attack, at 'c' or 'd' or 'e'; if he wants to go for territory while also attacking Black, at 'f' or 'g'. These moves all qualify as correct answers.

Perhaps I should mention that Black was Yoda Norimoto and White was Yi Ch'ang-ho. What strategy did Yi choose?

Actually, Yi played an absurd move. I'm going to pretend I'm Yi (do I hear you laughing?) and explain his thinking.



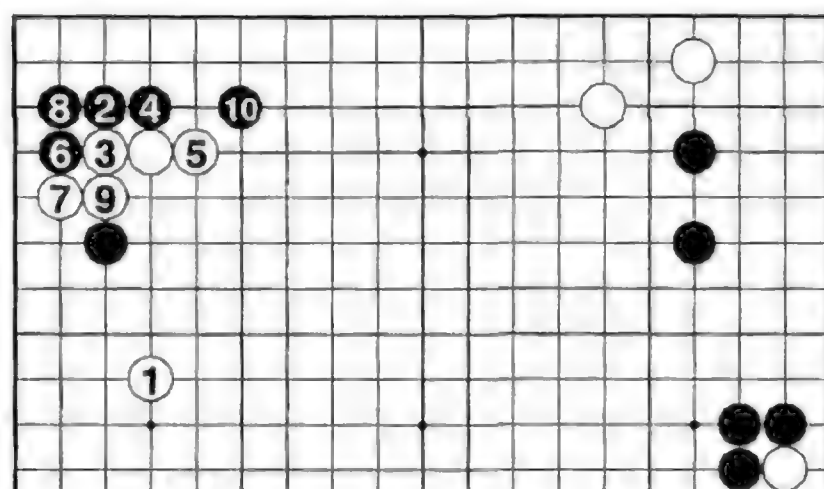
Dia. 3: not to Yi's liking

Dia. 3. White 1 and 'a' are immediately rejected in Korea. They couldn't be more slack: they let Black eat away at the corner while settling his group.

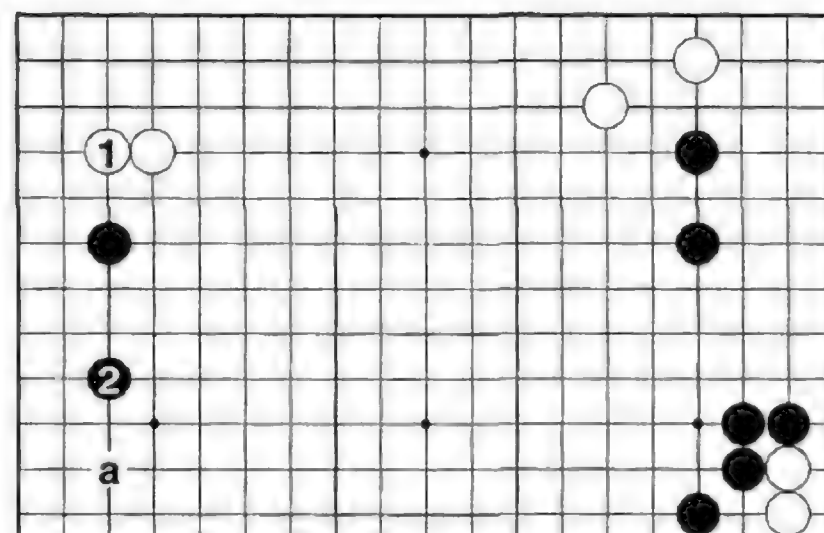
Dia. 4. The pincer of 1 lets Black eat up the corner profit, which is unbearable.

Dia. 5. White 1 does secure the corner, but it lets Black stabilize his group with 2. White doesn't have a stone in place at 'a', so he can't continue his attack on Black.

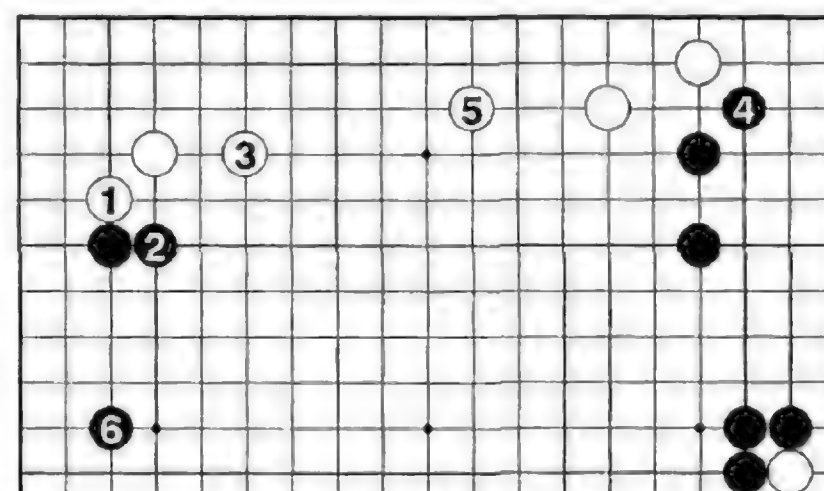
What do you think? *Dias. 2 to 5* are considered standard in Japan. Each should give an equal result.



Dia. 4: even less to Yi's liking

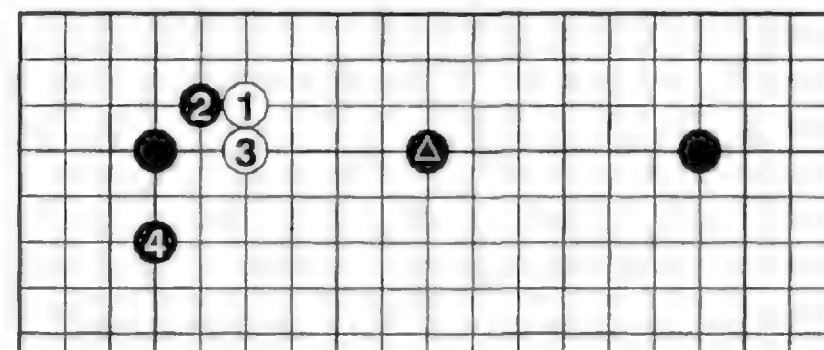


Dia. 5: not liked at all



Dia. 6: the game

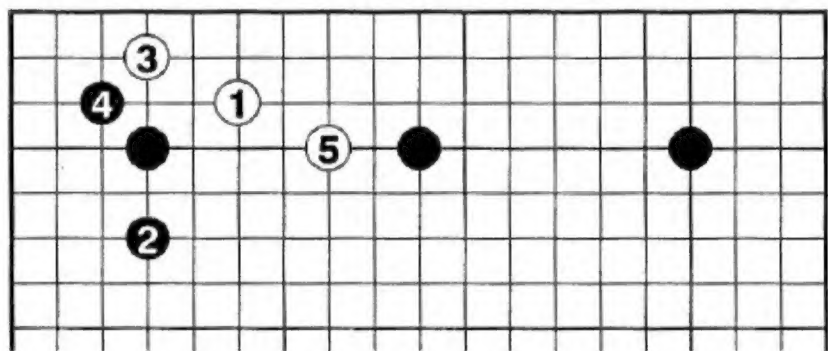
Dia. 6. This is what was played in the game. Eh? What's going on? The diagonal move? Black naturally makes good shape with 2 and 6, the latter move being a three-space extension from a two-stone wall. There's no reason for Black to be dissatisfied. Yi has ignored the precept about not giving this shape to the opponent.



Dia. 7: a good move

Dia. 7. In this position, not only is the diagonal move of 2 not a bad move, it's a good move,

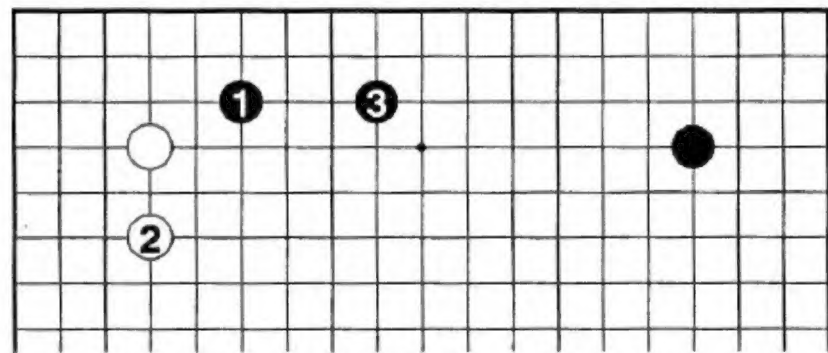
in fact, the only move. It makes White heavy with 3, so Black can look forward to attacking White. The marked black stone prevents White from making the three-space extension.



Dia. 8: slack

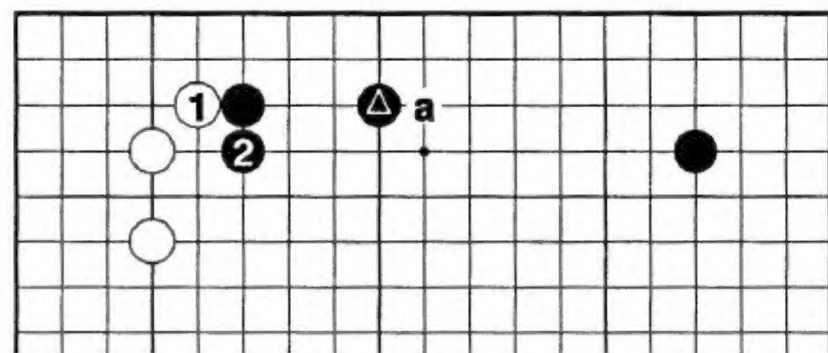
Dia. 8. If Black 2, sliding to White 3 is just right. If White 5, White has a narrow but comfortable position.

Everyone knows the principle of 'extend three from a two-stone wall'. The idea is that this is a safe extension. Similarly, you should extend four from a three-stone wall. The proverb seems imposing, but even in Japan people are casting doubts on it.



Dia. 9: the Kobayashi style

Dia. 9. This is a pattern much used by my teacher Kobayashi Koichi 9-dan. If the 'extend three' principle is correct, it's easy to 'punish' Black.

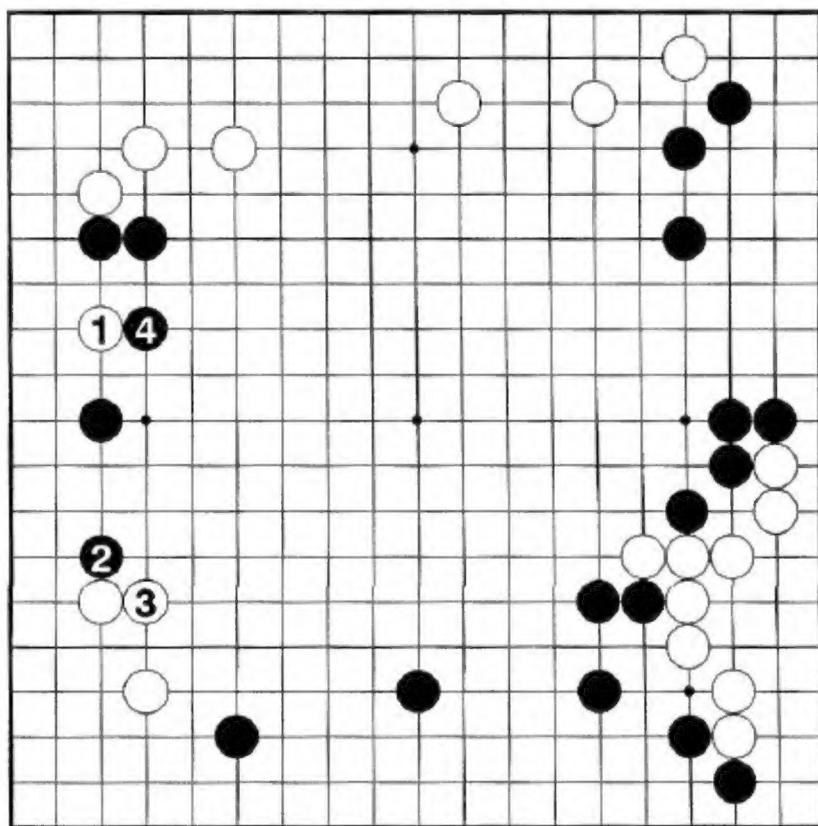


Dia. 10: theory vs. practice

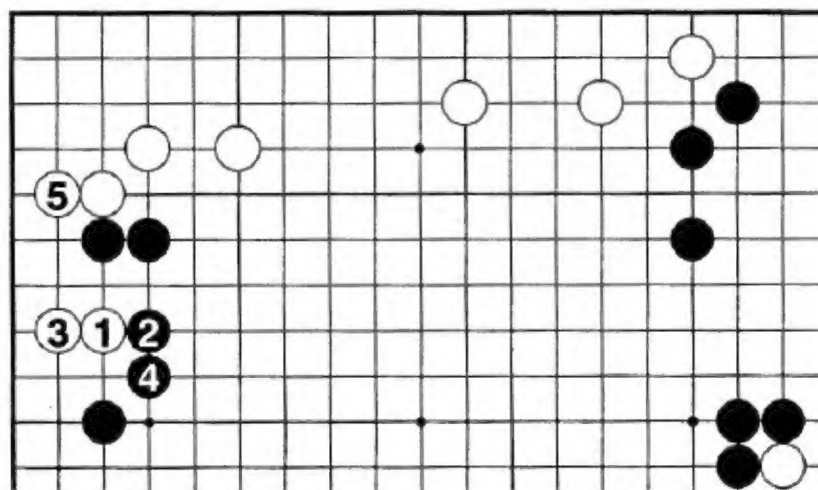
Dia. 10. You just have to attach at 1. If Black extends at 2, then, according to theory, the marked stone should be one space wider, at 'a'. However, there's no example in professional play of a player attaching at 1 immediately. The reason is that White 1 helps Black to strengthen himself.

Dia. 11. What is the reasoning behind the

‘extend three’ principle? It’s simple: if White 1, Black 4; if White 4, Black 1. Black is in no danger of having his stones split up. Even so, Yi invaded at 1 in this diagram. Let’s look at what he was aiming at.



Dia. 11: Black should be safe



Dia. 12: open to attack

Dia. 12. Black links up with 2 and 4, but White looks like getting a big corner with 5. Moreover, Black doesn't have definite eye shape — White can still aim at attacking his group.

Dia. 13. Black may be tempted to block at 2 to stop White from linking up, but this is no good either. The atari of White 5 spoils Black's shape, then White plays 7 in sente. The corner becomes secure white territory, so this is not much better for Black than the previous diagram. Does that mean Black is on the spot?

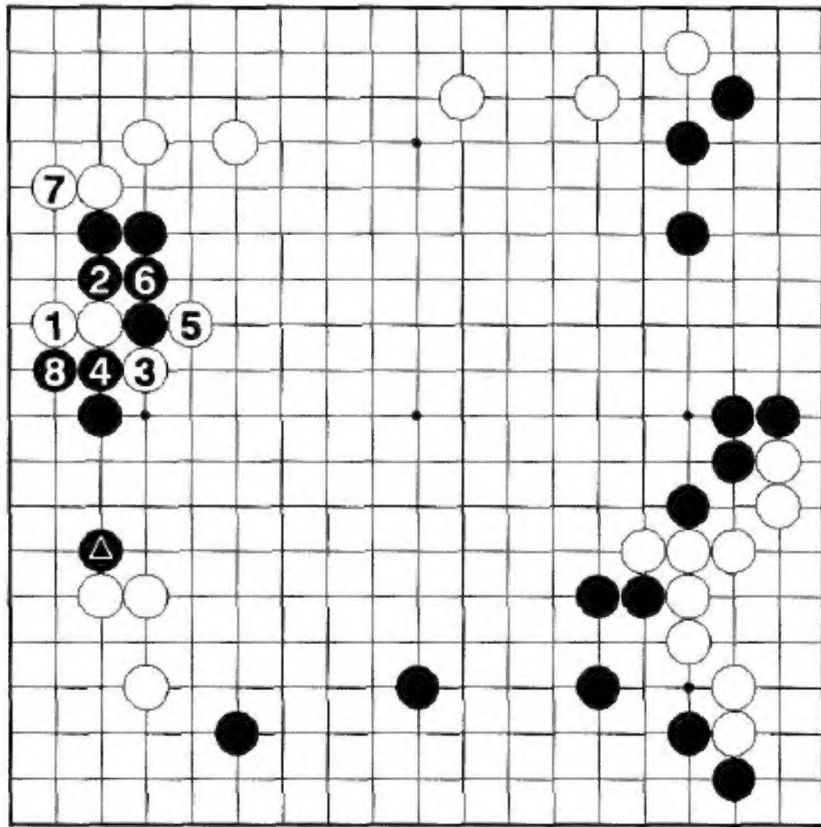
Yoda's attachment (the marked stone) was a good move. Let's think about its meaning.

Dia. 14. The most stylish move is descending at Black 1. White 2 shows that White is ready to sacrifice his stones; up to 8, he builds outside thickness. White 'a' would cut Black into pieces, so the defence with 9 can't be omitted. White 12

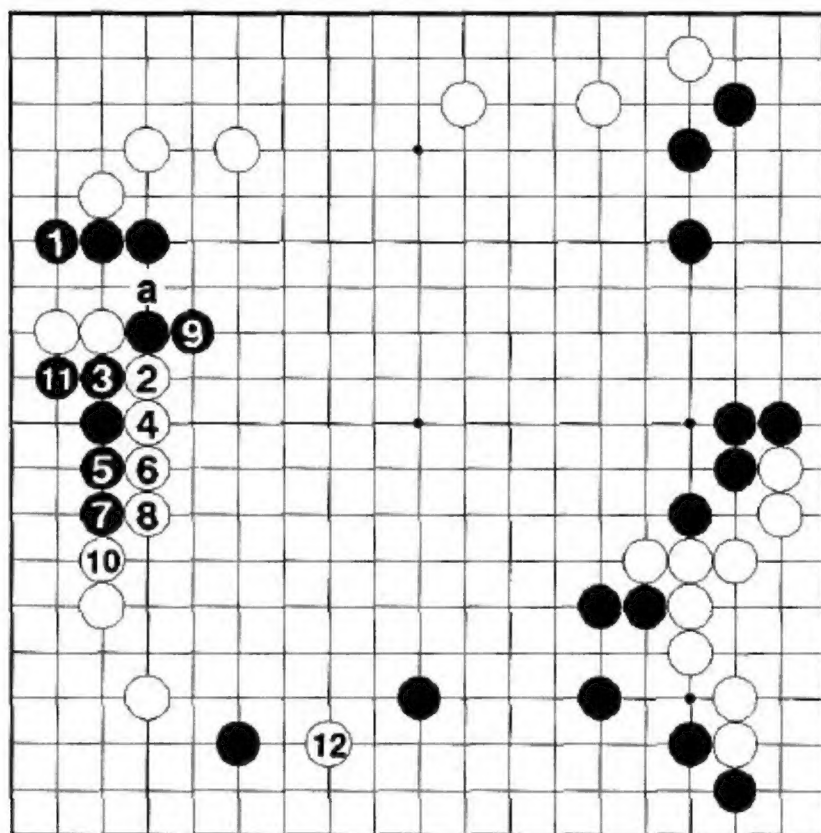
was probably the concluding point of Yoda's analysis. Making this invasion with the backing of his thickness above would mean that White has seized the initiative.

That's why Yoda exchanged 2 for 3 in *Dia. 11*. He showed his class. This exchange rules out *Dia. 14*.

So what does White do?



Dia. 13: White is satisfied



Dia. 14: White's aim

Dia. 15. If White 1, Black switches to the corner with 2 and 4. Yi is hardly likely to play a variation that's so slack territorially.

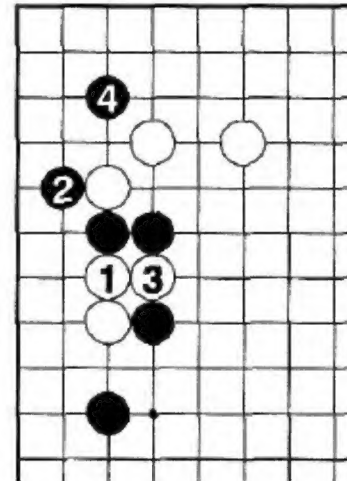
Dia. 16. Black 2 leads to a similar result. The corner territory Black takes gives him the edge.

It's time to introduce Yi's real aim.

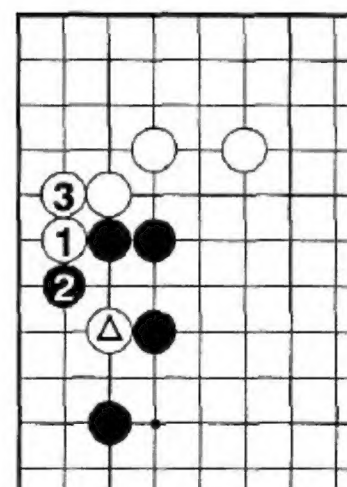
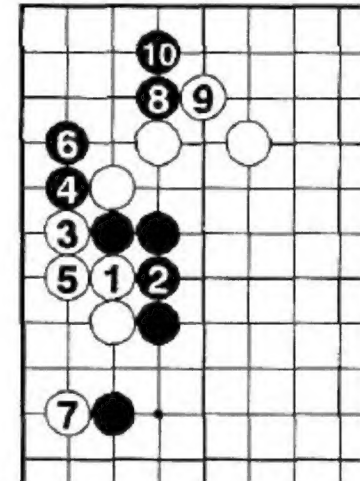
Underlying the conventional wisdom in Korea is the principle of emphasizing territory. Yi's reason for invading was not to attack but to give

top priority to taking territory.

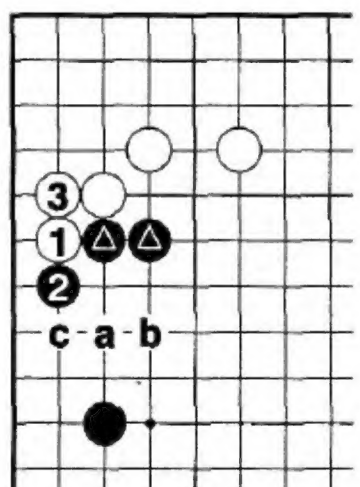
Dia. 17. Yi's strategy was to play 1 and 3. The corner is indisputably white territory. Well, why did he first invade with the marked stone?



Dia. 15: good for Black



Dia. 17: Yi's aim



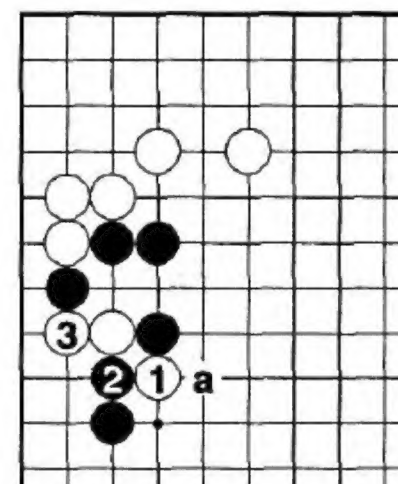
Dia. 18: light

Dia. 18. Let's try starting with the hane and connection. The corner is White's, as before. However, the marked black stones have become light. If White now peeps at 'a', Black won't answer at 'b'. Naturally he'll crawl at 'c'. On the other hand, if White does nothing, Black can later make good shape by playing at 'a'.

Dia. 19. After *Dia. 17*, White can aim at playing 1 and 3. Of course, the premise is that the ladder with Black 'a' doesn't work; this threat is a burden on Black.

First, secure territory; next, aim at taking profit by harassing the opponent: this strategy really matches the preference of Korean players. How about trying it yourself?

(Kido, Jan. & Feb. 1999. Translated by J. Power.)



Dia. 19: subsequent aim

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Title: Prince Mitsuui Spying on the Go Players

Artist: Kunisada (signing as Toyokuni III);

Format: The two left panels of an oban triptych

Date: 1849-50; **Publisher:** Ebisuya

Condition: Good-Very Good;
Price: \$600

A Genji print from a series titled *Wakamurasaki Nenchu Gyoji* (Events Through the Year of Young Murasaki). The panel showing Prince Mitsuui (Genji) is missing.

Title: Ronin Adjusting His Sandal

Artist: Kuniyoshi; **Format:** Oban Print

Date: 1847; **Publisher:** Ebiya Rinnosuke

Condition: Fair-Good; **Price:** \$650

From the popular series *Seichu Gishi Den* ('Lives of the True and Faithful Samurai'), which illustrate moments during the final attack by the celebrated Forty-Seven Ronin (a samurai who had lost his master) as they make a room-to-room search through the mansion of the villain responsible for their lord's death. Their vendetta was successful, but it was climaxed by their mass suicide in the year 1703. The warrior in this print is shown tying the cord of his sandal on a go board, overturned during the hunt. Over his suit of mail he wears a cloak with the white-on-black 'dog's tooth' pattern, ever since associated with their exploit.



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